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Baldur's Gate™ II

Throne of Bhaal™

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How To Use This Guide

This guide is broken into three primary parts: the intro, the walkthrough, and the appendix. The intro includes details such as this "How To" section, and the "Character Creation" section. The walkthrough section is comprised of two sub-sections: the "Critical walkthrough" and the "Optional Quest walkthrough." Both of these sections include detailed information about each section of the game, puzzles, monsters, and items. The final section of the book, the appendix, is probably the most useful of all three. It gives information in easy-to-read chart format, and includes a complete NPC list, a complete Monster List, a complete Items List, and a complete Spell List. If you turn to the very back of the appendix, you'll find a "Cheater's Central" section that you can use if you're frustrated, though they, of course, come at the sacrifice of discovery and accomplishment.

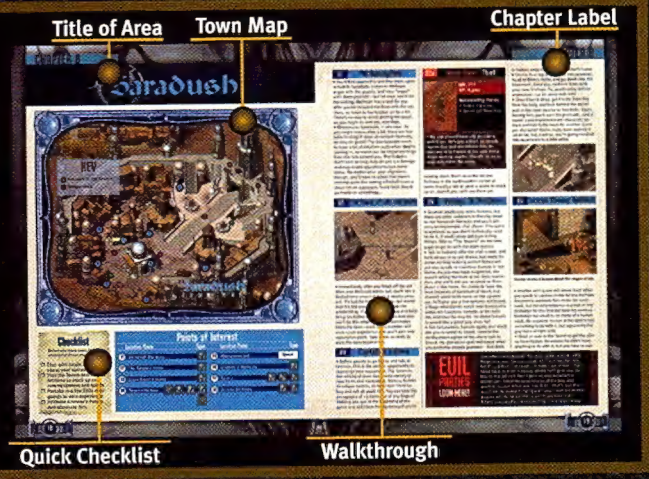
INTRODUCTION

DUNGEON WALKTHROUGHS

Basically, the main walkthrough section is broken down into two primary parts: *dungeon* walkthroughs and *town* walkthroughs. The dungeon walkthroughs are pretty easy to understand and follow—most all of them are set up to be fairly linear, involving a simple Point A-to-Point B type of format.

Along with all dungeon walkthroughs, you'll find a "Key Items" sidebar, which shows all of the interesting items you should find before leaving that particular area. Some people have used this guide by skipping everything *but* the Key Items sidebars.

As for special content, sometimes there are bosses and sometimes there aren't. If there are any bosses, you'll find a small "boss box" off to the side calling them out. If there is a new NPC that may join your group, you'll easily reference that by the distinct "New Party Member!" callout.



TOWN WALKTHROUGH

Unfortunately, there aren't quite as many wide-open town areas in *Throne of Bhaal* as there were in *Shadows of Amn*—it is just an expansion pack, after all, albeit one that's bigger than most full games nowadays. BioWare really concentrated on making a lot of intricate dungeons to give a challenge as you round out the *Bhaal* storyline, so don't expect any cities the size of Athkatla.

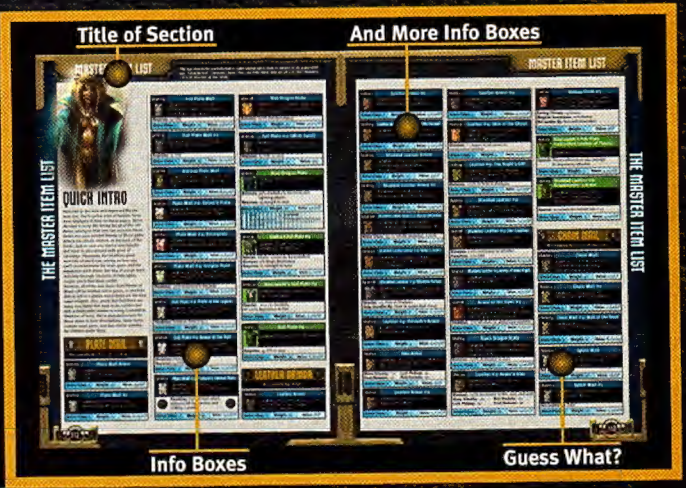
Rather than breaking the required and optional quests into separate areas, we've tried to put them all in one place, so you don't have to flip between pages to figure out what's going on. The optional mini-quests are marked, so you can skip them if you choose.

Besides the main walkthrough on these pages, you'll find a quick checklist of things to accomplish before you head on to the next part of the story, as well as a quick breakdown of all the different points of interest in that particular area.

THE APPENDICES

The Appendices are broken up into six major parts, including the NPC List, the Spell List, the Monster List, the Items List, the Item Combinations List, and the High-Level Ability List. All six sections contain detailed info on most of the game's lesser-known intricacies. If you want to find out what items you need to combine into a sweet +6 Spear, check the Item Combinations List. If you want to know the weakness of a certain monster, the Monster List will help you out.

Of course, since this is an expansion pack, there are tons of new items, monsters, and spells that force you to pay attention as you go through the game; you never know when an Elemental Lich will be busting out a Bigby's Crushing Hand spell on you. While you'll still find all of the listings for elements from *Shadows of Amn*, we've highlighted the brand-new content, so that you may find this info without too much trouble.



Frequently Asked Questions (FAQ)

01 Why don't you have a general strategies section? Where can I get this type of info?

• This guide makes all efforts to avoid listing information that is covered in the actual game manual itself. BioWare went through an awful lot of trouble to put together a quality manual, and we're not about to cut-and-paste that information inside of this book. If you seek to learn more about the basic rules and regulations of *Baldur's Gate II* or even AD&D in general, then by all means refer to the game manual first. On top of that, BioWare went ahead and made an in-game "Tutorial" that takes you through just about every single general element of the game. We highly recommend completing this section if you're new to the world of *Baldur's Gate*.

02 My game doesn't work. How do I get it to work properly on my system?

• Being a hardcore strategy guide, we'll make no attempt at helping individuals get their game up and running. In fact, we try to steer as far from the "tech talk" as we can. If you seek information on this subject, consult the manual or try the official Interplay web site at **www.interplay.com**.

03 Hey, I noticed that you covered items like individual trap XP and monster XP in the first couple dungeons. Why didn't you do this for every dungeon?

• Quite honestly, we hope that by making you aware of these XP values in the first couple dungeons, you won't even need to have them listed in the subsequent dungeons. We basically included them to help gamers get a feel for what the game has to offer. Once you know that a trap gives you a certain amount of XP for disarming it, there is no need for us to reiterate that point every time we come across one in a dungeon. We hope you agree.

04 How does the Critical Walkthrough work? Why is there an Optional Walkthrough?

• As in *Shadows of Amn*, *Baldur's Gate II: Throne of Bhaal* has areas of the game where you will absolutely have to go to proceed with the story, and areas that are optional. The Critical Walkthrough is intended to guide you through the story-required areas of the game, from the beginning to the end. These are organized by chapter, and further broken down into specific areas and dungeons, so you'll always know where you're going, and where you've come from. Since the main quest in *Throne of Bhaal* is fairly linear, you probably won't find yourself needing to track through areas more than once or twice, so we try to pack in all the information for an area the first time you see it.

The Optional Walkthrough is where things really get fun—and much more complicated. Unlike the wide variety of small optional quests in *Shadows of Amn*, BioWare has made one massive dungeon, called Watcher's Keep, to serve as a huge side quest for *Throne of Bhaal*. Though the dungeon is lengthy, you don't have to do it all at once, and can in fact use it as an experience-hunting ground when you find the main quest too difficult, jumping back and forth as you see fit. Of course, if you want to stay up all night and make a mad, carnage-filled dash through the Keep, we're not going to stand in your way. For this reason, we've separated out the Watcher's Keep quest into its own section.

05 Hey? How come there are no story elements given away in this guide?

• We believe it's important to steer clear of revealing any story elements in our walkthroughs. Certain details are necessary to enable progression from one point to another. But whenever possible, we try to leave certain spoilers out of our guide. So if you're looking for strategy, then read this guide. But if you're looking for story, you'll have to get it from playing the game!

06 How many different paths are there in *Throne of Bhaal*? Are there different endings?

• *Throne of Bhaal* has one main story-based path to follow, broken down into chapters, just like in *Shadows of Amn*. On average, this will probably take gamers around 25 hours to complete, though the experience will vary with things like skill and difficulty settings. There are some subtle differences along the way, and if you decide to play through one game as an upright and virtuous paladin, with good characters in your party, and then play through again as a villainous Cleric of Talos, with Edwin at your side, you'll enjoy a slightly different game each time. The Watcher's Keep quest will take 10 hours or so, in addition, so if you consider *Shadows of Amn* and *Throne of Bhaal* together, you're looking at over 250 hours of gameplay time. With regard to endings *Baldur's Gate* has three.

07 I noticed that when I play, the events don't happen in the order you have them in the walkthrough. Why is that?

• Our numbered walkthrough modules aren't meant to be the *only* possible way events occur. In fact, the numbers are only there to give you a general idea as what to do from place to place. You can rest assured that we'll show you *all* of the different items in any one given section, but because of the nature of the game, you may have to do some searching within each section first. We highly recommend you play the game on your own, then come back to our guide when you're stumped or to check if you missed anything along the way. This is when the guide works at its best.

08 Why did you include a section for cheaters with your guide? Doesn't that take away from the gameplay?

• Well, yes and no. First off, for those of you who think cheating has absolutely no place in PC gaming, you seem to be forgetting that there is a gaming armada just dying to get their hands on the cheats for this game. For readers who want cheats in the book, we've included them. Those of you who don't want to see the cheats can simply avoid that section, which is why we placed it at the tail end of the guide.

09 Do you suggest that people use cheats to play through *Baldur's Gate II*?

• Absolutely not! Using cheats definitely has its place, but not without trying the game first. A lot of time and effort were spent to fine tune *BGII*, and by cheating you're only making the game less enjoyable in that respect. Events that were supposed to be challenging will now be easier, which tends to take away much of the awe factor when playing through certain sections. There's not much challenge and suspense when a huge Tarrasque can be dispatched with one hit.

Fighter

Max Level: 40

Attributes

You should roll until you get a minimum of 18 Strength, 18 Dexterity, and 18 Constitution. (A helpful hint: Half-orcs can hit 19 for Strength and Constitution.) Wisdom, Intelligence, and Charisma aren't very important to fighters. Remember that Fighters roll a D10 for hit points at level-ups.

Strengths

- Versatile with items & weapons
- Gobs of HP
- Straightforward basher

Weaknesses

- No spellcasting abilities
- Very straightforward to play (great for beginners)

Fighters are available to the following races:

Special: Advanced Weapon Specialization

Being the only character in the game who's able to go past three weapon proficiencies definitely has its perks, especially so when you're going toe-to-toe with a Dragon or other such beast.

Level of Proficiency	Points Spent	Bonus to Hit	Bonus to damage	Attacks Per Round
Proficient	1	0	0	1
Specialized	2	+1	+2	3/2
Master	3	+2	+2	3/2
High Master*	4	+2	+2	3/2
Grand Master	5	+2	+3	3/2

**Moving from Master level to High Master improves the speed factor of the specialized weapon.*

FIGHTER

A basic character class with tried and true tactics, choose a Fighter if you want to be able to use any available weapons or armor in the game. There are no restrictions for Fighters, and unlike most other classes, you can freely choose from *any* of the weapons you want to specialize in (as opposed to just a handful).

Advantages
- Can use *any* weapon in the game
- Can wear *any* piece of armor in the game
- Can earn up to five proficiencies per weapon

Disadvantages
- Cannot use spells
- Generally, he gets weaker as the game gets harder (since enemies become specialized, and the fighter does not adapt unless he gets very powerful magic weapons)

Comments

The Fighter class is made up of four unique kits: Fighter, Berserker, Wizard Slayer and Kensai. All four remain similar at their core, but offer slightly different specialties that remain unique to each respective kit. From our experience, no one is better than just a plain old Fighter. The Berserker gets our vote as the second best kit, as he gains a nice Berserk ability to use in desperate situations, and only loses the ability to specialize in ranged weapons. If you were planning on using a Fighter with a Bow, you're probably missing out on the character's strength. The resistance to Maze and Imprisonment is helpful against those pesky Liches, too.

BERSERKER

This is a warrior who is in tune with his animalistic side and, during combat, can achieve an ecstatic state of mind that will enable him to fight longer, harder, and more savagely than any human has a right to. Opponents on the battlefield will be unsettled when they see the savage and inhuman element of the berserker's personality. This class is common amongst dwarves, known as "Battleragers."

Advantages
- May use Enrage ability once per day per four levels
- While enraged, +2 to hit, +2 damage, -2 AC
- While enraged, immune to Charm, Hold, Fear, Maze, Imprisonment, Stun, and Sleep
- While enraged, gains 15 HP; these hit points are temporary, and are taken away at the end of his berserk spree possibly killing the berserker

Disadvantages
- Becomes winded after berserking. While he's winded he receives –2 to hit, -2 to damage and a +2 penalty to AC.
- Cannot specialize in ranged weapons

KENSAI

This class is also known as the Sword Saints, and consists of a warrior who has been specially trained to be one with his sword. They are deadly fast and trained to fight without encumbrance.

Advantages
- Bonus +1 to hit and +1 damage for every three levels
- Bonus –2 to speed factor for every four levels
- May use Kai ability one time per day for every four levels (lasts 10 seconds and makes all attackers do maximum damage—which is very useful)

Disadvantages
- May not use missile weapons
- May not wear armor
- May not wear gauntlets or bracers

WIZARD SLAYER

This warrior has been specially trained by his sect to excel in hunting and attacking spellcasters of all kinds. While somewhat underpowered in our opinions, they prove useful in certain situations. They're great for PvP against mages!

Advantages
- For each successful hit on an opponent, 10% cumulative spell failure penalty is applied
- Gains 1% magic resistance per level

Disadvantages
- May not use any magic items except for weapons and armor

Ranger

Max Level: 34

Attributes

You should roll until you hit a minimum of 18 Strength, 18 Wisdom and 18 Constitution. This will keep your Ranger both healthy and powerful, as long as you keep your other ability scores reasonably high (in the teens).

Strengths

- Charm animal abilities
- Racial enemy ability
- Versatile with all weapon types

Weaknesses

- Lack of high level spells
- Only two weapon proficiencies
- Limited alignment/racial choices

Rangers are available to the following races:

Special: Racial Enemies

Picking a racial enemy is actually rather simple. Our recommendation is to pick something very powerful (i.e. Dragon, Lich, Mind Flayer), so that you'll gain the extra damage potential when you actually need it, as opposed to picking a monster that's more common, and not really needing the extra attack bonus. Picking enemies that are already weak is a lame tactic, no matter how you look at it. It's an RPG, so we'll let you do what you want, but don't be surprised if a Dragon has you for a meal...

Complete Racial Enemy List

WEAK	AVERAGE	STRONG
• Mephit	• Shadow	• Umber Hulk
• Imp	• Sahuagin	• Rakshasa
• Ettercap	• Kuo-Toa	• Mind Flayer
• Hobgoblin	• Genie	• Vampire
• Kobold	• Ghoul	• Golem
• Faerie	• Spider	• Beholder
• Ogre	• Lycanthrope	• Demonic/Fell
• Slime	• Troll	• Lich
• Otyugh	• Elemental	• Dragon

RANGER

The Ranger is a warrior and a woodsman. He is skilled with weapons and is knowledgeable in the ways of the forest, and often protects and guides lost travelers and honest peasant folk. A ranger needs to be both strong and wise to the ways of nature to live a full life.

Advantages
- Has a Racial Enemy (for which he gets bonuses against)

Disadvantages
- Can only get up to two proficiencies per weapon

ARCHER

The archer is the epitome of skill with the bow. He is the ultimate marksman and able to make almost any shot, no matter how difficult. To become so skilled with the bow, the archer has had to sacrifice some of his proficiency with melee weapons and armor.

Advantages
- Gets +1 to hit and +1 to damage with any missile weapon for every three levels of experience. This slows to +1 to hit and damage for every five levels of experience once you reach level 18.
- Every four levels he gains the ability to make a called shot once per day. When he activates this ability, any shot made within the next 10 seconds is augmented in the following manner (according to level of archer)

4th level: Hits induce -1 THACO to target
8th level: -1 to save vs. magic of target
12th level: -1 to strength of target
16th level: +2 bonus to damage

Disadvantages
- Can only become proficient in melee weapons
- Cannot wear any metal armor

Comments

Of all the kits inside the Ranger class, we think the Archer really shines above the rest. At higher levels (specifically 16th), his arrows are otherwise known as "missiles of death," commonly dealing out massive damage with a decent long bow. Make sure to take advantage of his ability to go beyond two proficiencies on missile weapons, and more specifically, the long bow.

STALKER

Stalkers serve as covert intelligence gatherers, comfortable in both wilderness and urban settings. They are the spies, informants, and interrogators, and their mastery of stealth makes them deadly opponents.

Advantages
- +20% to stealth ability
- May backstab for lesser amount than the Thief class (level 1-8: x1, level 9-16: x2, level 17+: x3)
- Has access to three mage spells at 12th level—Haste, Protection from Normal Missiles and Minor Spell Deflection.

Disadvantages
- May not wear armor greater than studded leather

BEAST MASTER

This Ranger is a wanderer and is not comfortable in civilized lands. He maintains a natural affinity for animals—they are friends and comrades-in-arms, and the Beast Master has a limited form of telepathic communication with them. We feel he's a bit underpowered, but serves his purpose if you're an animal lover.

Advantages
- +15% to stealth ability
- Enhanced spell ability with regards to the following spells:
  - *May cast Animal Summoning 1 at 8th level
  - *May cast Animal Summoning 2 at 10th level
  - *May cast Animal Summoning 3 at 12th level

Disadvantages
- Cannot use metal weapons (such as swords, halberds, hammers, or morning stars)

Paladin

Max Level: 34

Attributes

Upholding the virtues of truth, a Paladin needs to meet a minimum ability score of 17 Charisma. We recommend jacking up the Strength to 18, Constitution to 18, and Dexterity to the mid-teens as well.

Strengths

- Powerful against "evil" enemies
- +2 to all saving throws
- *Wicked* class kits!

Weaknesses

- Turn Undead is weak
- Cannot dual- or multi-class
- Limited alignment/racial choices

Paladins are available to the following races:

Special: The Holy Avenger (Carsomyr +6)

The sword to end all swords, the Holy Avenger is nothing short of god-like. With 50% resistance to magic, +6 damage to chaotic evil enemies (on top of the standard +5 damage), and the ability to dispel magic upon each successful hit, the Holy Avenger is *easily* one of the best items in the game, if not one of the best items in *all* of Faerun. We've seen critical hits above 50 damage, which is indicative of its benefit.

Why have we put this here? It just so happens that to wield the Holy Avenger, you must be a Paladin—Fighters and Rangers need not apply. They'll have to find their own superior weapons.

See page 127 for more info

Human Human

PALADIN

A Paladin is a warrior bold and pure, the exemplar of everything good and true. Like the Fighter, the Paladin is a man of combat. However, the Paladin lives for the ideals of righteousness, justice, honesty, piety, and chivalry. He strives to be a living example of these virtues, so that the others might learn from him as well as by his actions.

Advantages
- Protection from Evil
- Lay on Hands
- Detect Evil

Disadvantages
- Can only get up to two proficiencies per weapon

CAVALIER

This class represents the most common portrait of the knight: the gentleman warrior who epitomizes honor, courage, and loyalty. He is specialized in battling "classical" evil monsters such as demons or dragons. This class kit is one of our favorites in the game for both its simplicity, and its overall power when it wields a Holy Avenger.

Advantages
- Bonus +3 to hit and +3 to damage against all demonic and draconic creatures.
- May cast Remove Fear one time per day (per level)
- Immune to Fear and Morale Failure
- Immune to all Poison effects
- 20% resistance to fire
- 20% resistance to acid

Disadvantages
- May not use missile weapons

Comments

The restrictions on the Paladin are rather demanding. Specifically, only being able to be lawful good and also of human race makes most people look to other classes that have more flexibility. On the flipside, if you're looking for a dragonslayer, the Cavalier is one tough cookie. The Undead Hunter is also brutally wicked, especially against Liches, Bone Golems, Vampires, etc.

INQUISITOR

The Inquisitor has dedicated his life to finding and eliminating practitioners of evil magic and defeating the forces of darkness. His god has provided him with special abilities toward that end.

Advantages
- May use Dispel Magic once per day (per four levels); ability is used at speed factor 1 and acts at twice his actual level.
- May cast True Sight once per day (per four levels)
- Immune to all Hold and Charm spells

Disadvantages
- May not use "Lay on Hands" ability
- May not cast priest spells
- May not Turn Undead
- May not use Cure Disease Ability

UNDEAD HUNTER

This holy avenger has honed his abilities towards the destruction of the undead and other unnatural creatures. He is immune to many of their more devastating attacks, in addition to gaining some pretty incredible bonuses to his hit and damage rolls.

Advantages
- +3 to hit and +3 damage vs. undead creatures
- Immune to Hold
- Immune to Level Drain

Disadvantages
- May not use Lay on Hands ability

Cleric

Max Level: 40

Attributes

Wisdom should be at a minimum of 18, because at maximum level you'll receive the two extra Level One spells, two extra Level Two spells, one extra Level Three spell, and one extra Level Four spell. *More* casting power!

Strengths

- Nice spellcasting ability
- Can wear plate while casting spells (very handy)

Weaknesses

- Cannot use bladed weapons
- Turn Undead is not that great
- Can't go past one proficiency

Clerics are available to the following races:

Special: Dual-Classing Your Cleric

Don't underestimate the power of dual-classing your characters, if they happen to be human (all other races can multi-class, but only humans can dual-class). Clerics work extremely well for dual-classing, as the underlying ability to heal characters will make any character that much more valuable. Don't forget the restrictions, though: any dual-classed character that's half Cleric will be restricted to blunt weapons, and won't be able to choose one of the Priest kits outlined below.

CLERIC

The Cleric is a generic priest (of any mythos) who tends to the spiritual needs of a community. He is both protector and healer. He is not purely defensive, however, and when evil threatens, the Cleric is well-suited to seek it out on its own ground and destroy it. The opposite is true of evil Clerics as well.

Advantages

- Turn Undead ability—Good Clerics will be able to force Undead creatures to lose morale and run away, or sometimes even destroy undead creatures outright. Evil Clerics will attempt to take control of the Undead creatures, essentially charming them for a limited duration. Evil Clerics can also extend their evil powers to the point where they can break a Paladin's morale and force them to run away, but you'll encounter very few Paladins in the course of your journeys.

Disadvantages

- Can only get one proficiency per weapon
- Cannot use bladed or piercing weapons

PRIEST OF LATHANDER

Lathander is the good god of renewal, creativity, and youth, and is celebrated nearly everywhere. His followers are very popular throughout Faerun, and there are numerous wealthy temples devoted to him.

Advantages

- May cast Hold Undead once per day (per 5 levels)
- May cast Boon of Lathander (per every 10 levels). This powerful spell lasts for six seconds per level of the caster. It gives the caster +1 to hit, +1 damage, +1 to all saving throws, provides the caster one extra attack per round and also protects the caster from level drain.

Disadvantages

- Same as Cleric

Comments

Clerics serve as the ultimate healing machines, constantly maintaining your front line bashers during battle. And unlike mages, they automatically learn their spells when then gain levels, preventing you from having to deal with the annoyance of scribing scrolls. The class kits are neat, although not one of them stands out as a clear-cut powerhouse. The kits are more of an alignment choice than anything else, with one or two unique skills given to each.

PRIEST OF HELM

Followers of the neutral God of Watchers and Protectors are warriors in their own right and are often seen as defenders of the innocent.

Advantages

- May cast True Sight once per day (per five levels)
- May cast Seeking Sword once per day (per 10 levels). This spell creates a sword in the player's hand (that cannot be dropped or unequipped). The sword is +4 for purposes of determining what it can hit (although the bonus does *not* apply to damage), and it deals out 2-8 damage for any target that it hits. The weapon sets the number of attacks of the cleric to three. It lasts for one round per level of the caster. When equipped, the wielder cannot cast further spells.

Disadvantages

- Same as Cleric

PRIEST OF TALOS

Talos is the evil god of storms, destruction, and rebellion. Clerics of the Stormlord warn that Talos must be appeased or he will rain destruction upon the land.

Advantages

- May cast Lightning Bolt once per day (per five levels)
- May cast Storm Shield once per day (per 10 levels). This spell lasts for six seconds per level of the caster, and protects the caster from lightning, fire, cold, and normal missiles. It's extremely powerful.

Disadvantages

- Same as Cleric

Druid

Max Level: 32

Attributes

Constitution and Wisdom are of the utmost importance to a Druid. Having 18 points in each of these skills is almost required if you plan on making them useful.

Strengths

- Shapeshift abilities
- Powerful Druid-specific spells

Weaknesses

- Lots of armor restrictions
- Relatively low HP
- Shapeshifts aren't always useful

Special: Druid Resistances

Druids are more in touch with nature than other player classes, and this manifests itself in the game via certain special immunities and resistances that characters will gain at certain levels:

Level	Immunity Type
15	Completely Immune to Poison
18	Resist Elements (cold, fire, electricity, acid) 10%
21	Resist Elements (cold, fire, electricity, acid) 20%
24	Resist Elements (cold, fire, electricity, acid) 30%

Druids are available to the following races:

Human Half-Elf Human Half-Elf

DRUID

The Druid serves the cause of nature and neutrality; the wilderness is his community. He uses special powers to protect it and to preserve balance in the world. That's all well and good, but how are they in battle? Frankly, they're nothing to write home about, although they do get some really wicked class-specific spells.

Advantages
- Shape Change abilities
- Decent spellcasting abilities

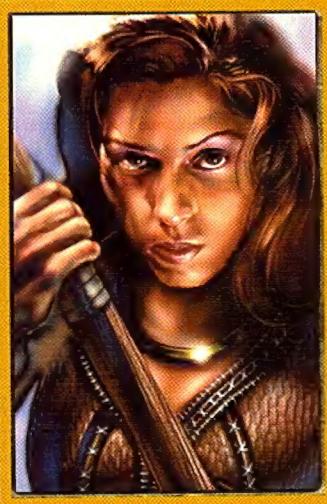
Disadvantages
- Can only use leather armor and bucklers
- Can only wield scimitars, clubs, darts, spears, daggers, slings, and staffs

SHAPESHIFTER

This Druid is not called Shapeshifter because of his great access to a variety of forms, rather because of his complete dedication to a single alternate form. This Druid has willingly allowed himself to become infected with Lycanthropy, but due to intense study and training, he has the ability to control his affliction. The creature he becomes is that of a Werewolf, the most famous of all the Lycanthrope shape changers.

Advantages
- May shapeshift into the form of a Werewolf, once per day for every two levels
- At 13th level he gains the ability to change into a Greater Werewolf once per day

Disadvantages
- No other shapeshifting abilities due to the effort required maintaining balance in his primary forms
- Cannot wear *any* armor



Comments

Druids have limited weapon knowledge, thereby preventing them from going further than one proficiency per weapon. This severely limits their skills in close-quartered combat. On the flipside, they have some excellent spell potential (even more so if you bump up the Wisdom ability score). There are several useful Druid-specific spells that really earn their place amongst the best spells in the game.

TOTEMIC DRUID

This Druid closely identifies with a particular animal, an animal that he feels represents his spirit. This grants him a special connection to the animal kingdom, and he is able to call upon their spirits to aid him.

Advantages
- May summon a special Spirit Animal once per day (per five levels). Spirit Animal is randomly selected from either Spirit Bear, Spirit Wolf, Spirit Lion, or Spirit Snake.

Disadvantages
- Cannot Shapeshift

AVENGER

A member of a special sect within the Druidic order, a Druid of this type is dedicated to fighting those who would defile nature. Avengers have powers the average Druid does not: additional abilities that have been earned through extensive rituals, a process that is very physically draining.

Advantages
- May shapechange into normal forms, as well as those of a Sword Spider, Baby Wyvern, and Salamander.
- Six Mage spells are added to his repertoire, all the way up to the 6th level. These are:
1st, Chromatic Orb; 2nd, Web; 3rd, Lightning Bolt; 4th, Improved Invisibility; 5th, Chaos; 6th, Chain Lightning

Disadvantages
- May not wear better than Leather Armor
- On character creation, he receives a –2 roll to STR and CON

Wizard

Max Level: 31

Attributes

Intelligence should definitely be at 18, but the rest is up to you. High Dexterity can help reduce your AC a bit, and Wisdom will be important when you finally get the Wish spell. Don't go below 8 or so for Strength, though, as you'll need to carry some items.

Strengths

- Extremely powerful magic
- Probably the most powerful character (when of max level)

Weaknesses

- Extremely low HP
- Useless in melee combat
- Constant resting to replenish spells

Wizards are available to the following races:

Special: Find Familiar

If you decide on a Wizard as your main character, you'll be able to summon (and keep) your very own Familiar upon casting this spell. You can only have one Familiar at a time, and you'll *permanently* lose a point of CON from your ability score if your Familiar dies at any point. Refer to our spell appendix in the back of the book for a little more info on this interesting and unique ability.

Character Alignment/Familiar Matchup

LG: Pseudo-dragon	**LN:** Ferret	**LE:** Imp
NG: Pseudo-dragon	**N:** Rabbit	**NE:** Dust Mephit
CG: Fairy dragon	**CN:** Cat	**CE:** Quasit

**For a good laugh, try playing a Chaotic Evil Wizard and then abusing your Familiar—the end result is simply priceless.*

WIZARD

The Wizard strives to be a master of magical energies, shaping them and casting them as spells. To do so, he studies strange tongues and obscure facts, and devotes much of his time to magical research. Wizards are rarely seen adventuring without a retinue of fighters and men-at-arms. Because there are different types (or schools) of magic, there are different types of Wizards. The Wizard studies all types of magic and learns a wide variety of spells. His broad range makes him well-suited to the demands of adventuring.

Advantages
- May cast *any* or *all* Wizard spells

Disadvantages
- Cannot learn as many spells per level as a specialist Wizard

ABJURER

A Wizard who specializes in protective magics.

Advantages
- Gains one extra spell per level, just for being a specialist Wizard

Disadvantages
- Cannot learn spells that are from the Alteration school

CONJURER

A Wizard who specializes in creating creatures and objects to assist him.

Advantages
- Gains one extra spell per level, just for being a specialist Wizard

Disadvantages
- Cannot learn spells that are from the Divination school

DIVINER

A Wizard who specializes in detection and divining magics.

Advantages
- Gains one extra spell per level, just for being a specialist Wizard

Disadvantages
- Cannot learn spells that are from the Conjurer school

Comments

Probably the second most popular class after the Fighter, and for good reason. The Wizard and each of his class kits are powerful adversaries in the hands of an experienced player. With just a few high-level spells, the tide of battle can be switched dramatically in favor of the caster. For this, the mage class gets our highest recommendation for *BG* veterans. For newbies, we'd suggest more of a hybrid like a Paladin or Cleric.

WILD MAGE

Wild Mages attempt to control and shape Wild Magic, an unpredictable form of magic that can be helpful or harmful. Check your manual for more information.

Advantages
- Wild Mage-specific spells
- Can receive beneficial Wild Magic Effects

Disadvantages
- Can receive harmful Wild Magic Effects

ENCHANTER

A Wizard who specializes in manipulating the minds of sentient beings.

Advantages
- Gains one extra spell per level, just for being a specialist Wizard

Disadvantages
- Cannot learn spells that are from the Invocation school

ILLUSIONIST

A Wizard who specializes in creating illusions to confuse and mislead.

Advantages
- Gains one extra spell per level, just for being a specialist Wizard

Disadvantages
- Cannot learn spells that are from the Necromancy school

INVOKER

A Wizard who specializes in manipulating energy, such as Fireballs and Lightning Bolts.

Advantages
- Gains one extra spell per level, just for being a specialist Wizard

Disadvantages
- Cannot learn spells that are from the Enchantment/Conjurer schools

NECROMANCER

A Wizard who specializes in magic dealing with death.

Advantages
- Gains one extra spell per level, just for being a specialist Wizard

Disadvantages
- Cannot learn spells that are from the Illusion school

TRANSMUTER (Alteration)

A Wizard who specializes in magic that alters physical reality.

Advantages
- Gains one extra spell per level, just for being a specialist Wizard

Disadvantages
- Cannot learn spells that are from the Abjuration school

Thief

Max Level: 40

Attributes

The Thief's (a.k.a. "Expert treasure hunters") most important attribute is easily his Dexterity. You should have no less than a score 18 if you wish to enjoy your playing experience.

Strengths

- Backstab multiplier
- Versatile "helper" character
- Decent in combat

Weaknesses

- No spell abilities
- Relatively low HP
- Can't wear heavy armor types

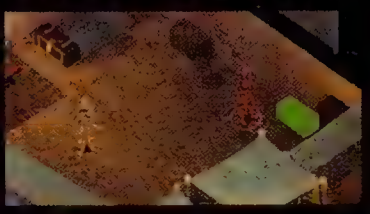
Thieves are available to the following races:

Special: Thieving Abilities

There are seven thieving abilities in *Baldur's Gate II*. At first level, your thief character will receive 30 points to allocate among his abilities. Every level thereafter he will gain an extra 20 points. These abilities vary somewhat depending on your character's ability scores (refer to the official *BGII* manual for more info on this subject).

Special Abilities

1. Open locks
2. Find traps
3. Pick pockets
4. Move silently
5. Hide in shadows
6. Detect illusions
7. Set traps



THIEF

To accomplish his goals, for good or for ill, the Thief is a skilled pilferer. Cunning, nimbleness, and stealth are his hallmarks. Whether he turns his talent against innocent passers-by and wealthy merchants or oppressors and monsters is a choice for the Thief to make.

Advantages
- Backstab, backstab, backstab!
- 20 points per level-up to distribute among your thieving skills

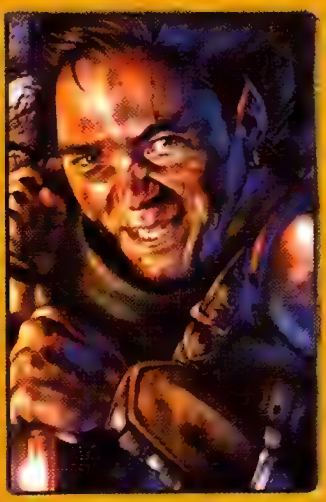
Disadvantages
- Cannot wear greater than studded leather armor
- Cannot use any shields except for bucklers

ASSASSIN

This is a killer trained in discreet and efficient murder, relying on anonymity and surprise to perform his task.

Advantages
- May coat his weapon in poison once per day (per four levels). The next hit with that weapon will inject the poison into the target, dealing out six points of damage every six seconds for 30 seconds. A saving throw versus Poison limits damage to six total. At 10th level, the poison acts twice as fast (but deals out the same damage). At 15th level, the poison acts three times as fast, does more damage, and can also slow the opponent.
- Bonus +1 to hit and +1 damage

Disadvantages
- Only 15% per level to distribute on attributes



Comments

The Thief is versatile, so much so that he actually gets our vote for MVP of the game. We're not sure why, but it seems like almost every single quest has at least one or two chests in which you'll need a Thief to obtain what's inside. You can get by *without* having a Thief in your party, but if you *do* have one, you will constantly be using him. Not only that, but if you were to add up the XP for all of the traps and chests that your Thief earned for you and your party—well, you'd have a heck of a lot of stuff to go through!

BOUNTY HUNTER

This is a hunter of men, skilled in tracking quarry and bringing them back alive—whether for lawful authorities or underworld masters. Bounty Hunters are specially trained at their task and make fearsome opponents. They have honed their trap-making abilities well beyond that of the average Thief.

Advantages
- +15% to trap setting
- He can lay special traps (other than the ones that all thieves receive). The traps are more powerful than the typical Thief trap, and the effect varies according to level. The effects are as follows:

1st: The trap deals out damage and slows the target (if save is failed)
11th: The trap holds the target if a save is failed
16th: The trap erects an Otiluke's Resilient Sphere around the target (if a save is failed)
21st: The trap mazes the target

Disadvantages
- Only 20% per level to distribute on attributes

SWASHBUCKLER

This rogue is part acrobat, part swordsman, and part wit—the epitome of charm and grace. The Swashbuckler is probably the best Thief kit for raw combat, even though he has no backstab multiplier.

Advantages
- Bonus -1 to AC, with an additional -1 to AC for every five levels thereafter
- +1 to hit and +1 damage for every five levels
- May specialize in any weapons available to thieves
- May get three proficiency slots in the two weapon style

Disadvantages
- No backstab multiplier

Bard

Max Level: 40

Attributes

A Bard needs a minimum ability score of 15 to his Charisma. We suggest you put the rest of his extra ability points into Dexterity and Intelligence, depending on the kit you choose.

Strengths	Weaknesses
• Useful spellcasting skills (Mage) • Battle Song abilities • Extremely high lore abilities	• Must be of "neutral" alignment • Can't wear anything past chain • Songs aren't that great in battle

Bards are available to the following races:

Special: High Lore Ability

It sounds stupid, but we found the Bard's lore ability (at higher levels) to be one of the most useful skills in the game. Not only can we save our Wizard from having to memorize stupid Level One Identify spells, but we can also let our Bard be the "storage container" for the entire party. With a decent STR score, so that he may support a lot of weight, he becomes something of a mobile toolbox! All kidding aside, this will save you an awful lot of frustration when you need to identify an item in a crunch—it's just so much easier to quickly get the job done with a Bard than having to stop and reconfigure your Mage every ten minutes.

Having trouble dealing with all of those items you need identified? With a high lore ability, it's automatic with a bard.

BARD

The Bard is also a rogue, but he is very different from the Thief. His strength is his pleasant and charming personality. With it and his wits, he makes it through the world. A Bard is a talented musician and a walking storehouse of gossip, tall tales, and lore. He learns a little bit about everything that crosses his path; he is a jack-of-all-trades, but master of none. While many Bards are scoundrels, their stories and songs are welcome almost anywhere

Advantages
- Can pick pockets
- Can use Battle Song abilities

Disadvantages
- Not all that powerful in any one area

BLADE

The Blade is an expert fighter and adventurer whose Bardic acting abilities make him appear more intimidating and fearsome. His fighting style is flashy and entertaining, but also quite deadly.

Advantages
- May use Offensive Spin and Defensive Stance abilities once per day (per four levels):
Offensive Spin lasts 24 seconds, granting the Blade +2 to hit, +2 to damage, and an extra attack. As well, all of his attacks to maximum damage for the duration. Defensive Spin lasts 24 seconds, roots him to the spot, but gives –1 AC per level (up to –10).

Disadvantages
- Only has one-half normal lore value
- Only has one-half pick pockets percentage
- Battle Song does not become better with levels

Comments

The Bard is decent for players looking to play a character with a little more pizzazz than a standard Fighter or Thief. The class kits are cool, especially the Blade, who gets a couple unique skills added to his already useful abilities. If you're into singing the joyous tunes of yesteryear while prancing around in little stockings with bells attached to the ends of them, then by all means pick a Bard. *(Ed.—He's kidding.)*

JESTER

This Bard is well-versed in the arts of ridicule and hilarity, and uses his abilities to distract and confuse his enemies, cavorting madly during combat. Do not mistake him for a true fool however, as he can also be quite deadly.

Advantages
- The Jester's song does not help allies; instead, it affects every opponent within 30 feet. Once per round, those within range must save versus magic at +4 or else they will be confused.

Disadvantages
- None

SKALD

This Nordic Bard is also a warrior of great strength, skill, and virtue. His songs are inspiring sagas of battle and valor, and the Skald devotes his life to those pursuits.

Advantages
- +1 to hit and +1 damage with all weapons
- The Skald's song is different from the typical bard and varies with level:
1st: Gives allies +2 to hit, +2 to damage, and –2 to AC
15th: Gives allies +4 to hit, +4 to damage, and –4 to AC
20th: Gives allies +4 to hit, +4 to damage, -4 to AC, immunity to Fear, Stun, and Confusion

Disadvantages
- Only has one quarter of the pick pocket percentage as that of a normal Thief

Sorcerer

Max Level: 31

Attributes

Much like the Wizard, the Sorcerer needs to focus on Intelligence to get ahead. A minimum of 18 should go there, plus whatever extra you can spare on stats like Constitution or Dexterity.

Strengths

- No fiddling around with spell scrolls
- No need to memorize spells

Weaknesses

- Very limited spell library
- Very low HP
- Not quite as cool as a pure Mage

Special: Limited Spell Library

Not only does the sorcerer have a limited volume of spells that he may cast, but he also has to worry about planning ahead and making sure to pick the right spells for each level. Unlike a regular wizard, where you can afford to buy a lousy scroll once in a great while, the Sorcerer (in that same situation) would be handicapped *forever*. When you pick a spell, make sure that you research the heck out of it and that it's one you'll want. If not, then you just wasted one of your precious spell slots on a useless piece of crap. Another thing to be aware of is the fact that normal wizards gain XP upon each successful scroll that they scribe into their spellbook. No such luck with a Sorcerer...

Comments

At first glance, the sorcerer seems like he has an overwhelming volume of spells at his disposal. But soon enough, you'll learn that this isn't true and that he only has a select few. Each time you cast a level one Magic Missile, the rest of your level one spells are also reduced by one. So in actuality, he hasn't much more volume than that of a regular mage. So then, what is his advantage we ask? Not having to buy and scribe scrolls? *Hmm...*

Sorcerers are available to the following races:

SORCERER

Sorcerers are practitioners of magic who were born with the innate ability to cast spells. It is thought that the blood of some powerful creature flows through their veins; perhaps they are the spawn of the gods themselves, or even dragons walking around in humanoid form. Regardless, the Sorcerer's magic is intuitive rather than logical. They know fewer spells than Wizards, and acquire spells more slowly, but they can cast spells more often and have no need to select and prepare spells ahead of time. Sorcerers cannot specialize in magic as Wizards do. Other than these differences though, a Sorcerer is similar to the Wizard.

Advantages
- Does not need spell scrolls to learn spells
- Can cast more often than a regular Wizard
- Doesn't need to prepare spells

Disadvantages
- Cannot learn as many spells as the Wizard

Monk

Max Level: 40

Attributes

Strength, Constitution, and Dexterity should all be pushed to the max if you're looking to fully utilize the Monk. He needs to hit *hard* to be useful.

Strengths

- Begin with an extremely low AC
- Can actually dish out decent damage without a weapon

Weaknesses

- Somewhat low HP
- No spellcasting ability
- Cannot wear *any* armor

Monks are warriors who pursue perfection through contemplation as well as action. They are versatile fighters, especially skilled in combat without weapons or armor. Though Monks cannot cast spells, they have a unique magic of their own. They channel a subtle energy, called Ki, which enables them to perform amazing feats. The Monk's best known feat is the ability to stun an opponent with an unarmed blow.

Special: Limited Spell Library

He's immune to haste, slow, and charm spells. His saving throw bonuses are incredible. His magic resistance is at 39% at 13th level. All of his special skills are of extraordinary power. What else could you ask for? Seriously though, his Quivering Palm skill is simply incredible. At 13th level, you'll be a madman on the loose with the ability to kill almost any opponent with a single hit! It's like having a death spell chained to your character's fist, which is a pretty hardcore ability.

Comments

The Monk is an interesting character class that really took us by surprise. We wrote him off as soon as we found out that he couldn't wear armor, but then after delving into him a bit further, we found out that we had a *monster* on our hands! One more thing that you'll really notice after dealing with turtle-like mages is the fact that Monks move fast—*really* fast.

All in all, we think the Monk is a great character class for someone who's looking to play a bit differently, even if he is a bit shy in the special abilities department. He does kung-fu fighting, and he's as fast as lightning.

Monks are available to the following races:

MONK

Advantages
- The Monk can make one unarmed attack per round; he gains one additional attack per every three levels thereafter. A Monk starts off at +2 move, gaining +1 move for every five levels thereafter, and gains +2 to their save for all spells.
- May use Stunning Blow once per day (per four levels). All attacks in the next six seconds force the victim to save or be stunned.
- Deflect Missiles ability, which gives him –1 AC versus missiles for every three levels

5th level: Immunity to all diseases, and cannot be slowed or hasted
7th level: Lay on Hands to heal 2 HP per level
8th level: -1 to speed factor
9th level: +1 to all saves, immune to charm
10th level: The Monk's fist is considered a +1 weapon (+2 at 16)
11th level: Immune to poison
12th level: Another –1 to speed factor, fists are treated as +2 weapons
13th level: Quivering Palm spell once per day. This spell gives him one hand attack. If he hits an opponent, the opponent must save or die.
14th level: The monk gains 3% magic resistance per level (i.e. 39% at 13th level)
15th level: Fists are treated as +3 weapons
20th level: He is immune to non-magical attacks
21st level: 1AC
24th level: 2AC
25th level: Fists are treated as +4 weapons
26th level: 3AC
30th level: 4AC
35th level: 5AC
40th level: 6AC

Disadvantages
- Cannot wear armor... a major negative
- Can only use weapons available to the Thief class (except two-handed)

Barbarian

Max Level: 40

Attributes

Exactly like the Fighter, he needs 18's in Strength, Dexterity, and Constitution. This makes your Barbarian Rage skill even more useful than it already is.

Strengths	Weaknesses
• Good resistance against physical attacks and magical attacks	• Can't wear plate mail • Can't specialize past two slots • Too limited; not versatile enough

Special: Barbarian Rage

The Barbarian Rage is basically an enhanced Berserk, granting the user immunity to some of the most common "frustration" spells in the game (i.e. Charm, Domination, Confusion). Not only that, but he also gets a +4 to CON and STR abilities! This makes for some serious hitting power! He's not quite as cool as Conan, but it works!

Comments

The barbarian is almost like a watered down fighter, but with extra abilities to help make up for his drawbacks. He's slightly faster, and is immune to all forms of backstab damage. He rolls a D12 instead of a D10 like a fighter, which means that his maximum HP can (potentially) be greater than any other class in the game. He's worth a shot, but if you're looking for an all-out powerhouse, we recommend the fighter.

Barbarians are available to the following races:

BARBARIAN

A Barbarian can be an excellent warrior, while not quite as specialized as the Fighter. The Barbarian can willingly throw himself into a berserker rage, gaining significant STR and CON bonuses for the duration of the effect.

Advantages

- Move two points faster than the usual character
- Immune to backstab
- Rage once per day (per four levels). Rage gives them +4 to CON and STR for five rounds. Gives a –2 AC penalty and +2 to saves vs. magic (for five rounds). Rage also gives immunity to Charm, Hold, Fear, and Level Drain.
- At 11th level, the barbarian gains 10% resistance to slashing, piercing, crushing, and missile damage, and gains +5% every four levels thereafter.
- Rolls a D12 for HP (at level-up) instead of a D10 like a normal fighter

Disadvantages

- Cannot wear full plate or plate mail
- Cannot specialize past normal specialization

CHARTS, GRAPHS, AND MORE CHARTS!

Reputation Effect on Item Cost

Listed below are charts for each type of armor, and exactly what each one of them has to offer in terms of protection for your character.

While adventuring, you're bound to come across a few things that may affect your reputation one way or another. As you can see, sometimes it actually does pay to be good.

Reputation	% Cost Adjustment
20	-50%
19	-40%
18	-30%
17	-20%
16	-10%
15	-10%
14	Neutral
13	Neutral
12	Neutral
11	Neutral
10	Neutral
9	10%
8	20%
7	20%
6	30%
5	40%
4	50%
3	100%
2 or lower	Store will not sell items

Note: *Check your specific character class, and then refer to this chart to see what sort of penalties will be incurred as a result of not being able to wear certain types of armor, use certain shields, etc. Sometimes, it's too easy to glance over stats without really understanding what they mean. In AD&D, stats are a core part of the game. If you don't understand them, you won't understand the game.*

Armor Bonuses

Armor	AC	Armor	AC
Buckler	-1	Studded Leather	7
Small Shield	-1	Chain Mail	5
Medium Shield	-1	Splint Mail	4
Large Shield	-1	Plate Mail	3
Leather	8	Full Plate Armor	1

Armor Protections

Armor	Slashing	Piercing	Bludgeoning
Leather	0	+2	0
Studded Leather	-2	1	0
Chain Mail	-2	0	+2
Splint Mail	0	-1	-2
Plate Mail	-3	0	0
Full Plate Armor	-4	-3	0

XP TABLES

XP TABLES AND MORE!

Experience Point (XP) Tables

Before you even begin to think about which character will be right for you, take a gander at the charts below. Check to see if the character you had in mind is really what's best for you (level-wise), as there really are no "best characters" in *Baldur's Gate II*. The XP tables have been broken down into two sections with one used by Warriors and Wizards, and the other used for Rogues and Priests.

Note: *All characters in* Throne of Bhaal *will start with a minimum of 2,000,000 experience, whether you begin the game with a new character or import one. This should place you around level 16 or 17 for most classes—in prime shape to take on the final chapter of the Bhaalspawn storyline.*

Priests and Rogues XP Progression

Lvl.	Cleric/Monk	Druid	Thief/Bard
1	0	0	0
2	1,500	2,000	1,250
3	3,000	4,000	2,500
4	6,000	7,500	5,000
5	13,000	12,500	10,000
6	27,500	20,000	20,000
7	55,000	35,000	40,000
8	110,000	60,000	70,000
9	225,000	90,000	110,000
10	450,000	125,000	160,000
11	675,000	200,000	220,000
12	900,000	300,000	440,000
13	1,125,000	750,000	660,000
14	1,350,000	1,500,000	880,000
15	1,575,000	3,000,000	1,100,000
16	1,800,000	3,150,000	1,320,000
17	2,025,000	3,300,000	1,540,000
18	2,250,000	3,450,000	1,760,000
19	2,475,000	3,600,000	1,980,000
20	2,700,000	3,750,000	2,200,000
21	2,925,000	3,900,000	2,420,000
22	3,150,000	4,150,000	2,640,000
23	3,375,000	4,400,000	2,860,000
24	3,600,000	4,700,000	3,080,000
25	3,825,000	5,000,000	3,300,000
26	4,050,000	5,500,000	3,520,000
27	4,275,000	6,000,000	3,740,000
28	4,500,000	6,500,000	3,960,000
29	4,725,000	7,000,000	4,180,000
30	4,950,000	7,500,000	4,400,000
31	5,175,000	8,000,000	4,620,000
32	5,400,000	N/A	4,840,000
33	5,625,000	N/A	5,060,000
34	5,850,000	N/A	5,280,000
35	6,075,000	N/A	5,500,000
36	6,300,000	N/A	5,720,000
37	6,525,000	N/A	5,940,000
38	6,750,000	N/A	6,160,000
39	6,975,000	N/A	6,380,000
40	7,200,000	N/A	6,600,000

Warriors and Wizards XP Progression

Lvl.	Fighter/Barbarian	Paladin/Ranger	Mage/Sorcerer
1	0	0	0
2	2,000	2,250	2,500
3	4,000	4,500	5,000
4	8,000	9,000	10,000
5	16,000	18,000	20,000
6	32,000	36,000	40,000
7	64,000	75,000	60,000
8	125,000	150,000	90,000
9	250,000	300,000	135,000
10	500,000	600,000	250,000
11	750,000	900,000	375,000
12	1,000,000	1,200,000	750,000
13	1,250,000	1,500,000	1,125,000
14	1,500,000	1,800,000	1,500,000
15	1,750,000	2,100,000	1,875,000
16	2,000,000	2,400,000	2,250,000
17	2,250,000	2,700,000	2,625,000
18	2,500,000	3,000,000	3,000,000
19	2,750,000	3,300,000	3,375,000
20	3,000,000	3,600,000	3,700,000
21	3,250,000	3,900,000	4,125,000
22	3,500,000	4,200,000	4,500,000
23	3,750,000	4,500,000	4,875,000
24	4,000,000	4,800,000	5,250,000
25	4,250,000	5,100,000	5,625,000
26	4,500,000	5,400,000	6,000,000
27	4,750,000	5,700,000	6,375,000
28	5,000,000	6,000,000	6,750,000
29	5,250,000	6,300,000	7,125,000
30	5,500,000	6,600,000	7,500,000
31	5,750,000	6,900,000	7,875,000
32	6,000,000	7,200,000	N/A
33	6,250,000	7,500,000	N/A
34	6,500,000	7,800,000	N/A
35	6,750,000	N/A	N/A
36	7,000,000	N/A	N/A
37	7,250,000	N/A	N/A
38	7,500,000	N/A	N/A
39	7,750,000	N/A	N/A
40	8,000,000	N/A	N/A

Note: *The numbers in GOLD represent the maximum attainable level per class.*

FORGOTTEN REALMS
Baldur's Gate II
THE CRITICAL WALKTHROUGH

The Pocket Plane

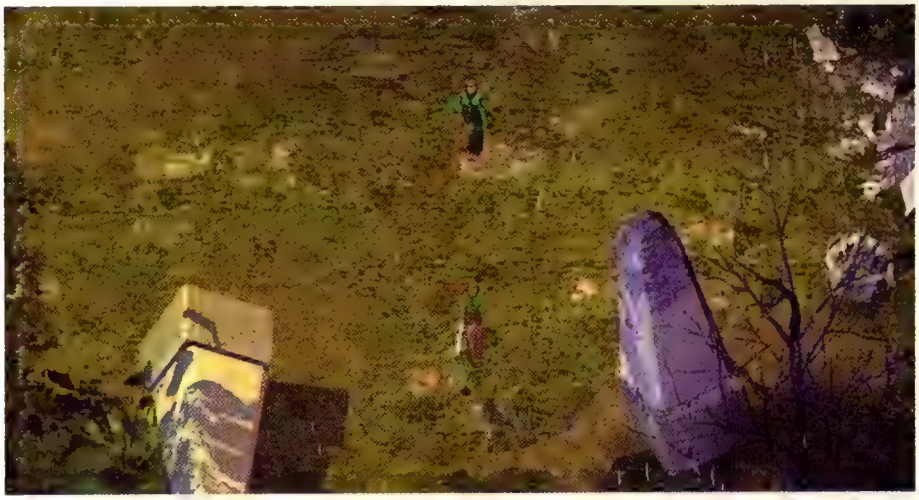
THE CRITICAL WALKTHROUGH

Before We Start...

Read the manual before you start up a new game in Throne of Bhaal, *as there are plenty of different importing/character creation options for you to consider. We definitely recommend importing a saved game from* Shadows of Amn. *The equipment you picked up along the way will make the going quite a bit easier.*

01 Let's Get Started

• Once you've created or imported a character, you'll find yourself standing in a rain-soaked forest, surrounded by talking Easter Island heads—which have flamethrowers for eyes, no less. Check over your equipment, make sure all your parts are in the right place, and get ready to kick some Bhaalspawn butt. Once the stones finish their rhyme, you'll need to get ready for a fight.



02 Illasera's Attack

• Take advantage of the brief pause before the battle to cast spells like Chant, Haste, or to summon a few elementals. Illasera will come by in a short while. Depending on the experience level of your party, she may fight alone or bring up to five Black Reaver friends. Illasera's the big dog, though, and all of the other enemies will run away when she's dead. Just wait around for a bit after she dies, and you'll handily be warped along to the next area.

02a Illasera, Fighter / Mage

HP: 98
XP: 10,000

Noteworthy Items
- Boots of Speed
- Sylvan Chain +2
- Ring of Protection +1
- Dagger +2

• Illasera is meant to be more of an instigation to the story of *Throne of Bhaal* than a really challenging foe, so you won't likely find her too tough to beat. She'll adapt her fighting technique to the condition of your character, so if you're a relatively weak Mage, she won't cast many of her defensive spells, but she'll be tougher against more powerful characters.

EVIL PARTIES LOOK HERE...

If you choose the evil moral path when talking to the solar, many of the challenges will have evil versions of the fights. The difficulty and strategy of the challenges remain similar, but the creatures that you fight are more appropriate for an evil character. For example, instead of fighting high-level drow as a good character, you may fight high-level paladins as an evil character.

03 The Seat of Power

• Upon arrival in your mini-plane, you'll talk with a rather long-winded Solar. Once she warps out though, here comes... (dramatic pause) Sarevok! Yeah, we thought he was dead, too. Like any good evil villain though, he keeps coming back just when you least expect it. If Imoen is in your party, she can bring him back to life or give him a piece of your soul to bring him back to life—and you'll have to if you want to get out of this Pocket Plane.

04 New Party Member!

C'mon, you know you've always been kind of hoping for this. Sarevok is the biggest bad guy in the Material Plane, and he'll augment just about any party you put him in—even a good party, if you make him swear loyalty. With an outrageous Grand Mastery in Two-Handed Swords, he'll be the proverbial hot knife through Goblin butter.

Sarevok

Class: Fighter
Alignment: Chaotic Evil
HP: 156 **AC:** -3
STR: 18/00 **INT:** 17
DEX: 17 **WIS:** 10
CON: 18 **CHA:** 15

Refer to page 82 for more info

05 Get in Formation, Soldier!

• Now you can get some party members before you head out into the big bad world that's waiting for you. Click on one of the statues by the door here, and you'll be able to warp in any character from the first game to fight at your side. They'll all be brought up to speed with extra experience and a few new items, so you don't have to worry about any weak links in your party (other than Jan...ugh). You can keep on warping in characters for 2,000 experience each time, but at this point in the game, that's a mere drop in the bucket.

• If you'd like, you can take a quick stroll around your own little treehouse of horrors. You'll want to meet Cespenar the Imp, your handy helping flying Cromwell who will serve as your demonic blacksmith throughout the expansion pack. This little fellow can take little knick-knacks you find throughout your travels, and forge them together to make powerful new items, so be sure to save everything you come across that looks even the slightest bit interesting—you never know what might wind up being part of a new +6 weapon. You'll also note the static fields that block off the entrances to the various rooms of your plane. These are passages to five different challenges, similar to the ones you faced in the Nine Hells at the end of *Shadows of Amn*. You won't get them all at once, though—they'll be revealed one at a time at turning points in the game, so we'll deal with them when they arise. Sarevok helped you unlock the first one, so let's get down to it, shall we?

06 The First Challenge

• Your first of five challenges is now open. Walk up the stairs to the left and talk to Gavid, the ghost of a rather underachieving Bhaalspawn. Once he disappears, walk forward a bit to start the grand parade of foes. They'll start off as easy prey, but eventually more challenging enemies will warp in, ranging from Ogre Mages to a few Drow. The easiest way to deal with most of these guys is just to summon in a bunch of monsters and animals, then let your characters sit back and relax for a bit. Once all of the regular baddies are dead, a little someone named Jon Irenicus might warp in. Don't worry—he's not quite the uber-mage he was when he was alive. He can barely cast spells, in fact, so just whack-whack and he'll fall pretty easily. Once everything's clear, the Protagonist gets 30,000 XP and each of your other characters will gain 25,000! Not too shabby for a few minutes' work. Regroup your characters, heal, and click on the toothed door to ride into Saradush.

Saradush

Checklist

Before you leave town, try to accomplish these steps:

- ❒ Chat with locals and learn about your surroundings.
- ❒ Visit the Tavern and Arcana Archives to stock up on new equipment and spells.
- ❒ Partake in a few little mini-quests to earn experience.
- ❒ Infiltrate Grimnor's Palace and eliminate him.

Points of Interest

	Location Name	Type		Location Name	Type
01	Saradush Barracks		05	Abandoned Jail	Quest
02	The Santale Home		06	Gromnir's Barracks	
03	Kiser Jhaeri's Home		07	Tavern	
04	Temple of Waukeen		08	Arcana Archives	

01 Not Exactly Paris

• You'll find yourself in one fine mess upon arrival in Saradush. Listen to Melissan argue with the guards, and then "argue" with them yourself—but let your sword do the talking. Melissan has a task for you after you've mopped the floor with the soldiers, so listen to her blather on for a bit. There's no way to avoid getting her quest, so you might as well pay attention.
• Welcome to Saradush, in any case. As you might notice after a bit, there are fireballs landing in town at random intervals, so stay on guard! The townspeople seem to have a bit of intuition as to when they're coming in, so watch out for visual warnings from the folk around you. The fireballs don't hurt so bad; they do just 5-6 damage and may knock you unconscious sometimes. No matter what your alignment, though, you'll have to admit that there's nothing quite like seeing a fireball score a direct hit on a peasant. You'd think they'd go inside or something...

02 The Power of Life and Death

• Immediately after you finish off the soldiers and Melissan warps out, you'll see a fireball land smack-dab on a nearby peasant. It's bad for him, to be sure, but worse that his kid was right there to see the whole thing. If you talk to the boy and help bring his father back to life—too bad you can't do this when one your teammates bites the dust—each party member will earn 1,000 experience and you'll gain one reputation point. Take a few seconds to earn the easy experience.

03 Capitalism is Grand

• Before you try to go inside and talk to Gromnir, this is the perfect opportunity to rearrange your equipment. The Tavern in the middle of town has a wide variety of new items and equipment, from +4 Bullets to unique swords, so head over there to buy and sell all you'd like. You can take the cornucopia of +3 items out of any Bags of Holding you got at the beginning of the game and sell them for big money if you're running short. Don't miss the Arcana Archives in the northwestern corner of town; there's a ton of Level 9 spells to stock up on, even if you can't use them yet.

02a Kiser Jhaeri, Thief

HP: ???
XP: 6,500

Noteworthy Items
- Shakti Figurine
- Secret Jail Door Key

• No one should have any problems with Kiser. He's just a thief, so simply swarm him and overwhelm him. He has two little friends at his side and a Mage waiting nearby, though, so be on your guard just the same.

04 Betrayal At The Gates

• Gromnir awaits you in his fortress, but there are other evildoers in the city. Head to the Saradush Barracks and you'll witness an impromptu trial. (Note: This quest is optional, so you don't technically need to do it, if you'd rather get busy killing things. Skip to "The Sewers" on the next page to get on with the main quest.)
• Talk to Samand after the trial is over, and he'll let you in to see Mateo. Get ready for some exciting walking action! Mateo will ask you to talk to Countess Santale in her home. As you may have suspected, she wasn't telling the truth at her little deposition, and she'll ask you to speak to Kiser Jhaeri in his home. He claims to have the best interests of Saradush at heart, but doesn't seem to be quite on the up-and-up. He'll give you a few options: kill Errard, a Mage who stands watch over Saradush's walls; kill Countess Santale; or let Ardic rot, wherever he may be. He doesn't exactly sound like a good guy, does he?
• Talk to Countess Santale again, and she'll ask you to speak to Errard. Head to the northeastern corner of the city to talk to Errard. His divination spell will reveal what you probably already guessed—that Ardic is hidden away somewhere in Kiser's home.
• On the final leg of your trip (we promise), head to Kiser's home and go down into the basement. Once you confront Kiser with your new findings, he, predictably, will be unpleased—so do away with him!
• Once Kiser is dead, get the Jail Door Key from his body, and look behind the secret wall in the room nearby to free Ardic. Upon freeing him, you'll earn his gratitude...and a sweet 7,000 experience per character. Go back and talk to his mom for another 5,000 per character! You've really been racking it up so far, but, trust us, you're going need all this experience in a little while.

05 Lazarus' Missing Spellbook

Hectan learns a lesson about the wages of sin.

• Another mini-quest will reveal itself when you speak to Lazarus in the Arcana Archives. Apparently someone has stolen his spellbook, but the only evidence is a trail of tiny footsteps he saw that led from his window—footsteps too small to be those of a human adult. He suspects Hectan at the tavern had something to do with it, but apparently the guy has a airtight alibi.
• Head on over to the Tavern to get the skinny from Hectan. He swears he didn't have anything to do with it, but you have to sus-

EVIL PARTIES LOOK HERE!

The other path through this mini-quest is to do what Kiser tells you. You can either kill Countess Santale, kill Errard (he's not tough), or take care of both. Then head back to Kiser's house, where he'll give you the key to the jail cell. You'll gain 25,000 experience points per character upon receipt of the key, and another 25,000 when you free Ardic. That's less than you'll get by doing it the "good" way—and the militia guards will all be hostile to you if you took out Errard. Just another reminder that crime doesn't pay.

pect something is up with the way he's acting. Lazarus said the footprints were much smaller than Hectan's, though, so talk to the kids north of the Tavern for the answer (by the sewers). Apparently, a little brat named Squip stole the book; you can pay him five gold to tell you exactly what happened to it. You can give him 1,000 gold if you really want to, but crime doesn't pay, remember?

• Confront Hectan again, and he'll ask you to get a teleportation scroll from Lazarus as a trade for the spellbook. You've already done plenty of walking in Saradush, so you might as well do a little more. Go get the scroll and come back. As per Lazarus' instructions, you can either tell Hectan that the scroll won't work or let him find out for himself. If you let him use it, he'll instantly blow to bits and you'll lose one reputation point—easy come, easy go, right? Either way, you have the book now, so you can bring it back to Lazarus for 5,000 XP per person. You also get to buy spell scrolls now.

06 The Elven Refugees

• This quest isn't too hard to find: Walk to the north of the Tavern, where you'll encounter a group of Gromnir soldiers about to slaughter some Elven refugees. You're not going to let that happen, are you? Well, if you're really evil, then you can partake in the beatdown, but good characters will want to stand up to the soldiers. You can either attack them (bad), or tell them that you're a Bhaalspawn and force them to run away (good). Once they're gone, talk to one of the Elves and you'll learn that they don't have a place to stay in the city. Talk to Sister Farielle in the Temple of Waukeen, and she'll offer to take them in. Go back and let the Elves know what the deal is to earn a combat-free 3,000 experience per character.

• Players will find a dwarf/human fight taking place outside, near the Temple of Waukeen. Speak with one of the dwarves or humans and tell them to stop fighting. 1,000 Quest XP per person is awarded.

07 The Sewers

(***Note:*** *There are two ways to get into Gromnir's castle: You can either go in through the sewers that snake beneath the town or attempt to journey through the abandoned Jail. The Jail contains a large quantity of Vampires, but the sewers hold Duergar Sappers, Elite Orogs, and a few high-level Mages for good measure. It's up to you—but we all know hardcore players will do them both for the extra experience! If the Jail sounds more like your style, skip to the section called, oddly enough, "The Jail."*)

• In order to break into the sewers, you're going to need to find a key. Pick the lock on one of the two doors to Gromnir's Barracks, and walk inside. You'll be confronted immediately by a baddie, so tell him you're just on your way out the door. This will give you about five seconds of free time to position yourselves, so cast any pre-battle spells on your party, force-attack a soldier, and the fight will be on. The individual soldiers that will attack you aren't so tough, but reinforcements will occasionally pop in from both of the doors, so move your spellcasters away from the entrances before the fight begins. Once they've been reduced to piles of equipment, search the room for the Sewer Key—it's in one of the locked chests by the bunks.

• You can pop into the sewers from any of the three entrances in Saradush, but the one closest to your goal is also the one that's closest to Gromnir's fortress, near to where you brought the boy's father back to life. Whichever entrance you choose, get ready for many fights; the Yaga-Shura Mages make things especially tough, because they're of high enough level to Death spell your summoned creatures, and throw in a Time Stop at the beginning of battles. They also Gate in Pit Fiends when things go bad—but you're so hardcore, that's just more experience, right?

• If you entered the sewers through the southern entrance, you might find yourself wandering into a group of Yaga-Shura Soldiers attempting to dig into Gromnir's tower. If that wasn't bad enough, your encounter will trigger a flood of Shades to appear wherever your characters are, so you can't run away. If you really feel the urge to kill everything in the sewers, feel free to try this little mini-challenge, but there's no special experience bonus...

• Fight your way to the northern end of the sewers, where you'll find a secret passage that leads up to Gromnir's basement. Just be sure nothing is following you—they'll probably follow you up the stairs. You'll get 3,000 experience just for getting through the sewers. Skip to "Gromnir's Castle" if you want to explore this area now.

08 The Abandoned Jail

• The Jail area of Saradush will be locked away when you first enter the town, so you'll need to find a way inside. After asking around, you'll discover that there are a couple of courtesans in the tavern that occasionally use the jail for, uh, recreation. How romantic! You can also get the key and 1,000 XP from Sister Farielle in the Temple of Waukeen. An evil-aligned character will have to steal the key, so have a good character ask or kill her. If you want to do it the hard way, head over to the Tavern to get some, uh, recreation. Before you accept their offer, be sure your character has some Negative Plane Protection—just a suggestion.

• If you take the courtesan route, your character will be surrounded by Vampires upon arrival, and the rest of your party will still be back in the tavern. If you think you can take them, then start the smackdown; if not, head outside and regroup your party around the now-open Jail. Once you clear out the entrance, you can start meandering through the jail cells. Just be sure your primary Fighters have Negative Plane Protection on them at all times, as there are plenty of other Vampires and Ghasts hanging about. If Vampires try to charm your party members, encounter it with the priest spell Chaos Commands.

• You'll eventually run into a spirit that guides you to a seemingly empty jail cell. Judging by the oh-so-subtle clues that pop up over your head, you'll need to find his skull (which is in a barrel at the eastern end of the jail) and his amulet (in the adjacent cell). Place them both in his poor little grave, and sanctify it by pouring a little Elven Holy Water (purchased at the Temple of Waukeen) on it. Do all of these, and he'll transport your party to the locked cell near the beginning where you'll find the Bronze Ioun Stone. You'll also gain an easy 10,000 experience.

• The final room before the exit contains Phlydian, a unique Vampire, and a few of her buddies. She won't give you any items, but she doles out a huge 19,500 experience just for killing her! When she floats off, head through the doorway and you'll find yourself in Gromnir's dungeon, with a nice 3,000 experience per character bonus for your troubles.

KEY ITEMS TO ACQUIRE

Quest Based Item
Valuable Magic Item

Item	Location
(A) Skull	Barrel
(B) Rusty Amulet	Grave

The Tower Dungeon

09 Gromnir's Castle

• Depending on which entrance you came in through, you'll either be facing a big fight or a little one. The Sewer entrance to this level brings you into a little closet, from which you'll enter a room with a few Elite Orcs. No big deal. You can head to the east and up into the castle proper, if you wish.

• The entrance from the Jail, on the other hand, forces a face-off with a group of extremely tough Fighters and Thieves, with a Mage thrown in for good measure. These guys all have magical equipment, and the Thieves will be drinking Invisibility potions to set up quintuple-damage Backstabs, while the fighters will be chugging Strength potions for an extra edge. You'll want to try to fight them in one of the doorways, so that they can't surround you, while your Mages strike from the back row. Have all of your defensive spells cast before you head out to take these guys on, then summon a few monsters to distract your foes. Freeing the prisoners will award a +1 to reputation. Freeing the prisoner, Viekang, will also award 2,000 experience per character.

• Now, get ready to head upstairs where another tough battle awaits. Once you come out on the second floor, immediately pause and target the Il-Khan Battle Mage with a few spells; if you have a Spell Sequencer with a few Magic Missiles queued up, unload that and watch him die. If you don't take him out quickly, he'll eventually get off a Time Stop and string together a bunch of nasty spells. If you use the spell and/or Inquisitor's ability True Sight, you can effectively counter the Battle Mage's tendency to use Mislead. Once he's dead, take out the rest of the Fighters and loot all of their bodies. Go back downstairs to rest, if you need to, and recast your Sequencers. Once you're healed up, cast your defensive spells on the party and head up to the third floor.

10a Gromnir, Fighter

HP: 190
XP: 20,000

Noteworthy Items
- Full Plate Mail +2
- Battle Axe +3
- Morning Star +4: Ice Star
- Lavender Ioun Stone
- Roranach's Horn

• Gromnir himself can be taken out by a single strong Fighter, but his henchmen make this battle rather difficult, especially since you can't position your characters before the fight begins. You'll just have to improvise. Have a mage queue up a Spell Trigger with three Sunfire spells sometime before this battle. When sparks fly, immediately direct your Mage to walk up onto the platform and target himself with the spell. This will wipe out both of Gromnir's Mages and also injure Gromnir.

KEY ITEMS TO ACQUIRE

Quest Based Item
Valuable Magic Item

	Item	Location
A	Potion of Extra Healing x3 Bullet +3 x 20	Wall panel
B	Fflar's Scabbard	Chest
C	Wand of Lightning	Chest
D	1200 Gold	Gromnir's body
	Potion of Superior Healing x4	Gromnir's body
	Rogue Stone Roranach's Horn	Gromnir's body
	Full Plate Mail +2	Gromnir's body
	Morning Star +4: Ice Star	Gromnir's body
	Battle Axe +3	Gromnir's body
	Lavender Ioun	Gromnir's body
	Studded Leather Armor +6: Grandmaster's Armor	Soldier's body

10 The Man Himself

• Once you arrive, you'll see Gromnir facing off with Melissan. After their conversation is over, he'll immediately attack you, so pause quickly and get your characters in position. A few more Fighters will be coming up the stairs, so move a couple of your melee characters over to deal with them—but make sure someone moves forward and takes on Gromnir. Your spellcasters should concentrate their firepower on the Mages that flank Gromnir, because they'll both get off Time Stops, followed with Symbol: Stun and Symbol: Fear, if you don't kill them quickly. At the least, try to make sure your more vulnerable characters are somewhere far away when the Time Stops go off.

• Once Gromnir is dead, endure another oh-so-mysterious conversation with Melissan, who'll tell you a bit more about Yaga Shura and what you need to do to destroy him. Go into loot mode, as there are some nice magical items on Gromnir's body and those of his henchmen. Once you finish up searching the bodies, you're done with Saradush. Congratulations. You can sell off a bit of your booty at the tavern, if you wish, or just take advantage of your handy Pocket Plane skill to get the hell out of Saradush.

CHAPTER 8

The North Forest

01 Ambush!

• When you warp outside of Saradush from the Pocket Plane, you'll wind up in the North Forest. You should walk south right off the bat, or else a rather large group of Yaga-Shura soldiers will stumble across your position and start a fight. As it is, you're going to need to fight past them somehow if you want to get to Karthis al-Hezzar, one of the few reputable merchants outside of Saradush. You might want to try casting Farsight to get a read on their position before you head up to take them on—and, of course, be sure to cast the requisite pre-battle

spells before you get your fight going. The soldiers aren't particularly tough to combat individually, but because there are a lot of them, you should summon in a few monsters (Air Elementals work well) to give them something to target other than your Fighters. Heck, if you're finding the battle a bit too difficult, you can't go wrong with a couple of Gate spells. Keep in mind that more enemies will periodically materialize into the area, so try not to isolate your spellcasters in just one area, because they may quickly be surprised by the newly arriving soldiers. Once they've all been sent off to a better place, talk shop with Karthis, if you wish. Be sure to check over the rubble—many of the departed soldiers will have dropped Potions of Superior Healing for you to save for a rainy day.

02 Your First Giants

• If you proceed along the trail to the south, you'll come across a little stone path across the water. You'll note when you get across that there are a couple of Fire Giants waiting for you, but if you backtrack a bit across the stone path, you'll also note that the Fire Giants can't cross the water! They're essentially stuck, so you can stand nearby, taunting them, making faces, etc., and they won't be able to get to you. Hold your Fighters back and take out the Giants with ranged weapons or spells. You definitely don't want to put your Warriors in harm's way if it can be avoided, especially not against these extremely powerful foes. Just to give you a sense of what they can do, we summoned a Pit Fiend to take on the Giants here—which was dispatched after just three hits!

03 Another Ambush!

• Unfortunately, when you start rounding the bend in the lower corner of the map, another huge Yaga-Shura army ambush will come out of nowhere. Retreat to the west if you have to, but keep in mind that incoming enemies will pop in wherever you go, so you're not going to be safe until you kill all of them. You might want to try heading to the middle of the map, north of the large rock, where you'll at least have some form of natural protection against the spontaneously generating enemies.

• Once you're at the western edge of the map, you can go ahead and leave for the next area. In fact, if you're having problems defeating the Yaga-Shura bandits in this area, a simple solution is to cast Mass Invisibility, which enables you to walk past your enemies. There are few times in *Baldur's Gate* where discretion is the better part of valor—but this may be one of them. You can always come back later with some super-spells to knock these guys out. One thing to note if you use evasion here, though: When you're finished with the two areas to the east and are attempting to head back to the Giant Siege Camp, you'll have to come back through the North Forest to get there, if you didn't kill all of the enemies the first time through. Attempting to get through this area backwards is a bit trickier than going forward, so be careful!

Here are three good reasons why you might want to head back to the Pocket Plane before you rest...

04 Head for the Hills

• Once you do reach the western side of the map, you'll be faced with the choice of heading to the Forest of Mir or the Marching Mountains. You'll need to go through both of them eventually, but head to the Marching Mountains first—this will eliminate some backtracking later on.

The Marching Mountain

01 Hot and Sunny, Every Day

• Welcome to Yaga-Shura's Enclave, hidden away in the volcanic mountains of the northeast. As you might have guessed, there's something of a fire theme going on here. Expect to meet your maker in the form of Fire Giants, Fire Giant Mages, Fire Elementals, Burning Men, Flaming Skulls, etc.

02 Cha-a-a-rge!

• The outside area of the mountains is fairly straightforward, with one small diversion: If you head to the northwestern corner of the map, you'll come across a...chinchilla? Yeah, it's one of those rabbit things, except this one changes into a Greater Werewolf. A bizarre little fight to be sure, but an interesting one. Too bad you don't have any holy hand grenades...

03 Enter the Enclave

• The only other thing you need to worry about is a solitary Fire Giant waiting for you near the entrance to Yaga-Shura's Enclave. He should fall without much trouble, but be careful in the area nonetheless. Occasionally, resting will cause a Fire Giant battle party to come and hassle you, and that's something you most assuredly don't want to have happen. Once you reach the entrance, save your game and head on in.

KEY ITEMS TO ACQUIRE

Quest Based Item

Valuable Magic Item

Item	Location
(A) Katana +1	Tibbit's body
Potion of Extra Healing x2	Tibbit's body
Short Bow +1	Tibbit's body
Short Sword +1	Tibbit's body
Potion of Superior Healing	Toop's body
Potion of Storm Giant Strength	Toop's body
Dagger +2	Toop's body

01 Gigantomachy

• As soon as you enter Yaga-Shura's pad you'll be surrounded by four or five Fire Giants. Fortunately, theres a bit of a workaround for these guys: Wait until they're fairly close to your position, then head back outside and run across the lava river directly below the entrance. Guess what? It's another choke point for the Giants! They'll bunch up on the rocks and stand around waiting for you to pepper them with bolts and spells. You can stack a couple of Death Fogs on them to wear them down gradually.

02 The Fire Pits

• After you're back inside the Enclave, start heading up the stairs and be sure to keep a thief on full Trap-Detect mode, because there are quite a few traps lying about. You can look around, if you wish, but the path here is fairly linear. Up the stairs you'll encounter an odd-looking machine. Don't fiddle with it just yet; you'll need four items before you can use it, and it'll just hurt you if you try to do anything with it sooner. The stairs leading up to the next area are covered with an invisible force field, so you'll need to deactivate that before you proceed.

• For now, head up the western flight of stairs and check out the fire pit. It's essentially just a fancy treasure chest, except that it's surrounded by molten lava and traps. Be sure to get all of the traps and pop open the fire pit to find the Hammer Wardstone. Unfortunately, the pit itself is rigged, and five or six Fire Salamanders and Fire Trolls will pop in. Take them out, then head back to the machine.

• Once you head up the stairs to the east of the machine you'll find another fine group of five Fire Giants. Oh, these guys are annoying—but you might want to try summoning a few Mordenkainen's Swords to distract them, which works really well, since the Fire Giants can't hurt the swords at all.

• When the Fire Giants are dead, pop open the fire pit in that room to get the Skull Wardstone. More enemies materialize out of nowhere this time, including a Clay Golem, a Magic Golem, and a dreadfully tough Adamantite Golem. Don't forget to equip blunt weapons for the two big guys, then grab some nonmagical weapons from the bodies of the Giants to take out the Magic Golem.

KEY ITEMS TO ACQUIRE

Quest Based Item
Valuable Magic Item

	Item	Location
(A)	Hammer Wardstone	In fire pit
	Bolt +2 x40	In fire pit
(B)	Skull Wardstone	In fire pit
	Dart of Wounding x30	In fire pit
(C)	Flame Wardstone	In fire pit
	Fire Arrow x20	In fire pit
	Potion of Superior Healing x2	In fire pit
(D)	Blood Wardstone	In fire pit
	Sunstone Bullet +1 x20	In fire pit

02 The Last Wardstones

• Head all the way back down the stairs to the entrance. You probably noticed two small rooms off to the side of the entryway before. Each of these has a small symbol: one of a hammer and the other of a skull. Now that you actually have the Wardstones, you can click on these symbols to drop the force fields that kept you out of the rooms on the second level. You'll still take a little damage from the heat, but with each activated Wardstone, each character in your party will receive 5,000 XP.

• Now that you've unlocked the doors, you can head up to the second level and get the last two Wardstones. First head to the western side of the level to pick up the Flame Wardstone from the fire pit, but be sure to cast Remove Fear on your party members, because the Burning Man inside has a knack of making your NPC

KEY ITEMS TO ACQUIRE

Quest Based Item
Valuable Magic Item

	Item	Location
(A)	Laeral's Tear Necklace	In fire pit
	7 gold	In fire pit
(B)	Laeral's Tear Necklace	Brennan's body
	Gold Necklace	Brennan's body
	Rogue Stone	Brennan's body
	Emerald	Brennan's body
	Pearl	Brennan's body
	Baalor's Claw	Brennan's body
(C)	Yaga-Shura's Heart	In brazier
(B)	Ruby Ring	Wall nook
	3,047 gold	Wall nook
	Stone Golem Page	Wall nook
	2-Handed Sword +2	Wall nook
(E)	Beating Heart	Yaga-Shura's Bed
	Yaga-Shura's Journal	Yaga-Shura's Bed

friends run around in terror. Once you actually get the wardstone from the pit, two Greater Fire Elementals and two more Burning Men will warp in, so get your guns ready ahead of time.

• A similar retinue of enemies will await you in the eastern room, where you will pick up what we absolutely promise will be the last Wardstone. Two Bone Fiends and an Erinyes will warp in when you grab the Blood Wardstone, but they shouldn't be a problem for you. You might want to keep a True Sight spell on to counteract the Erinyes' invisibility.

• Now that you have all of the Wardstones, head back up to the odd machine and use it. The stairwell is now yours to use, and each character will earn a sweet 20,000 XP.

01 Them's Some Big Doors

• Once your party is upstairs, you'll come out near two big doors leading into Yaga-Shura's residence. Predictably enough, there are Fire Giants guarding the door, so you might want to send a couple of summoned creatures ahead to weaken them up a bit. Once you reach the landing, be sure to check for traps—there's a big one on the floor near the doors.

• The big doors can't be opened; the only way into the adjoining room is through small openings toward either side of the main doors. Instead of going through the main doors, head off to the northwest a bit to find another way in. You'll have to step over a river of lava, but taking a few damage is going to be preferable to getting killed right away.

• The Fire Elemental Prince is in the opposite side of the same room that the enslaved woman is located. It carries the Ravager +4 and the Master Harper's Amulet.

02 Gigantomachy, Part 2

• When you're actually in the main chamber, you can start getting ready for the fight. There are four Fire Giants, two Elite Fire Giants, and one bad dude named Berenn waiting for you near the middle of the room, along with a couple of Fell Cats and Flaming Skulls. You can always summon a small armada of Mordenkainen's Swords to weaken the Fire Giants, but a better strategy might be to just make sure they can't hurt you. If you can lure the Giants down to the lava channel from which you entered, then walk back out to the small hallway, the Giants will attempt to follow you, only to find that they're too big to fit through the hole in the wall. Fortunately for you, they're too stupid to head for the door, and will simply stand there while you pound them with Magic Missiles and Death Fogs. A cheesy victory, but it's so much fun!

02a Brennan, Mage

HP: 210
XP: 9,000

Noteworthy Items
• Claw of Baalor

Brennan is one of the rare breed of Fire Giant Mages, but he's not especially proficient in the arts of spellcasting, so you won't see Time Stop, Imprisonment, or any of the high-level spells that can make you scream in frustration. He can cast Finger of Death, so watch out if a character with bad saving throws gets too close. Once you get within melee range, though, he generally falls back on his hand-to-hand combat skills.

03 Search The Enclave

• If everything is dead, send in your trap-detector to the central area and check thoroughly for traps, disarming as you go. Once the coast is clear, check the bodies of the giants for their goodies, and be sure to poke around until you find Brennan's body, which has the Claw of Baalor on it. This isn't a necessary item, but you can use it later on to make a powerful magic item with the Imp in your Pocket Plane.

• Above all, grab Yaga-Shura's heart from its burning brazier home. This is key to making him vulnerable to your attacks—and because it's part of your quest, each character will earn 20,000 XP.

• Now, head into the Yaga-Shura's private bedroom through one of the two large doors on either side of the room. They'll both take you to the same place, but the one on the eastern side of the room is perhaps the easier route, because traps abound on the western side.

"Oh, poor mister Giant can't quite get to me!" Hey, at least you're not dying.

"No one will bother you if you enter through here."

• Once you're through the door, you'll be accosted by an enslaved woman, still chained to the wall of Yaga-Shura's residence. You can set her free or leave her where she is, but setting her free will give you the opportunity to get some questions answered—as well as a little bonus of 15,000 XP per character.

• Hit the TAB button to reveal a semi-secret compartment on the wall by the slave. You can pop it open, but it is trapped, so be careful. There's a wee spot of gold in there, but there's also a wonderful new Stone Golem Page, which will come in handy when you get the Golem Manual later on.

• Last, but certainly not least, check in Yaga-Shura's bed for his journal and an ominously still-beating heart. Hmm...lots of lava, hearts that continue to beat after being removed from the owner's chest—maybe this place should be called the Temple of Doom?

04 The Forest Awaits...

• Now that you've conquered Yaga-Shura's Enclave, you need to resolve the mystery of his invulnerability. Head back out of the Enclave and go to the Forest of Mir on your map. You're going to be facing a pretty tough fight right at the beginning of the next area, so you might want to warp back to your Pocket Plane and rest up thoroughly before moving on.

Forest Of Mir

01 The Shade Battle

• You'll have a bit of buffer space between you and the first group of enemies when you hit the Temple, so take advantage of it and rest up. Once you're ready for a surprise party of Shades, head to the north. You might want to cast your battle spells now, and be sure to save the game.

• Once you get close to the entrance of the temple, you'll find yourself facing off against...Gorion? At least, that's how it appears at first glance, but if you talk to him for a bit, you'll find it's nothing more than a good old Shade in disguise, trying to somehow trick you. Once his little spiel is ended, he'll summon in seven Shades of various types, including Demon and Vampiric, so you'll need to make sure that your Fighters have Negative Plane Protection cast on them before you start talking to the false Gorion. Unfortunately, your party is automatically grouped together near the area where the monsters spawn, so you'll have to get your spellcasters out of there posthaste before they become monster meals. If you're having trouble, you can always reload your game and summon in a few monsters ahead of time, then have them move up to the entrance of the temple so as to automatically distract the Shades when they warp in. File that under "cheap, but effective." Also helpful is using scrolls of Protection from Undead and the priest spell Sunray. Completing the dialogue with Gorion earns 5,000 XP per person.

KEY ITEMS TO ACQUIRE

Quest Based Item

Valuable Magic Item

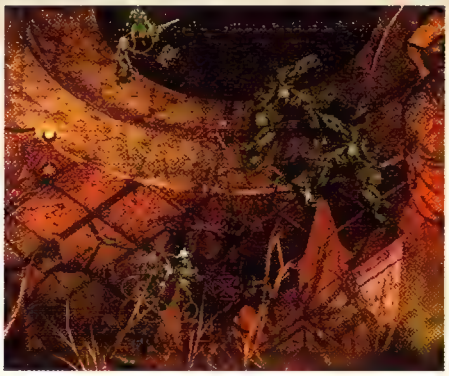
	Item	Location
A	Plate Mail +1	Skeleton Cleric's body
	Mace +3	Skeleton Cleric's body
B	Bullet +3 x40	In loose floor tile
C	Nymph's Tear	In loose floor tile
	Acid Arrow x1	In loose floor tile
D	Bracers of Defense AC 3	Nyalee's body
	Ring of Animal Friendship	Nyalee's body
	Serpent Shaft	Nyalee's body

01a Master Wraith, Mage

HP: 90
XP: 12,500

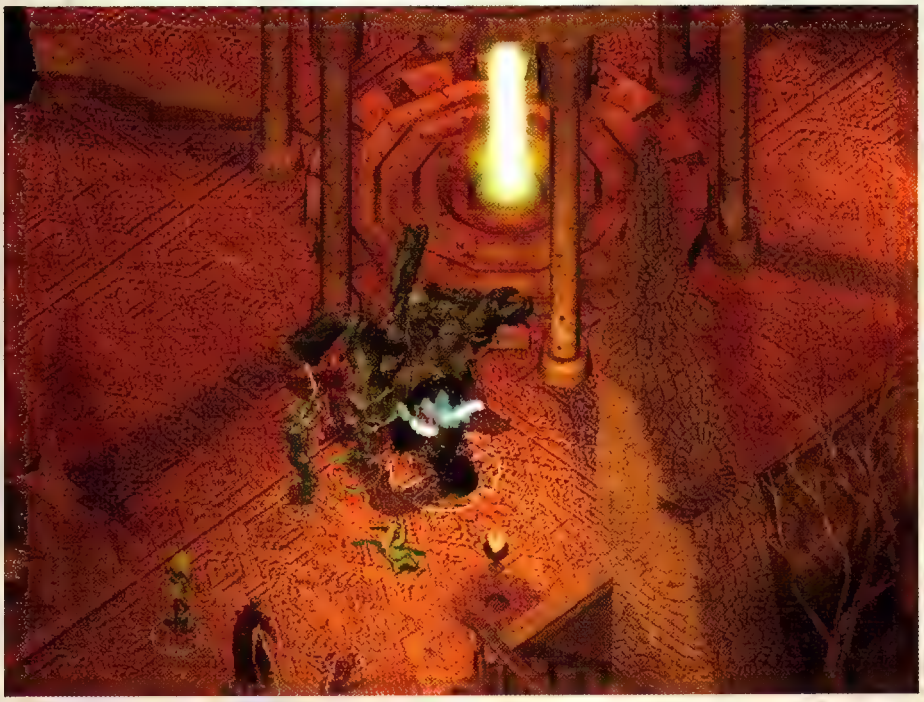
Noteworthy Items
- N/A

The Master Wraith follows the trend of the bosses in *Throne of Bhaal* in that he's not particularly threatening by himself, but he surrounds himself with summoned creatures that make the battle much more difficult. He'll cast Fire Shield (Blue) and will try to Confuse your party members, but he'll generally fall back on a fairly weak melee attack once his helpers are dispatched. Be careful, though, because he can and will drain levels with his attacks.



02 Nyalee

- Once you're actually into the temple, you'll face off against a small group of skeletons, but they're nothing you can't handle at this point. You might want to target the Cleric first, because he can cast Finger of Death—and will do so if you dally around with the Warriors.
- When you head upstairs, Nyalee will greet you. This priestess, imprisoned in her own temple, claims to have raised Yaga-Shura, and knows how to eliminate his invulnerability, but requires her heart and the heart of Yaga-Shura. Luckily, since you went through the Marching Mountain Area first, you have both of the items needed to proceed. (If you haven't gone through the Marching Mountains area, you'll have to jump over there and grab these items before you can do anything with Nyalee.) Once you give both of the hearts to Nyalee, you'll get 20,000 XP per person. She will make Yaga-Shura mortal once again—and vulnerable to your weapons and spells. Then she'll get all emotional and attack you right away. Women!



02a Nyalee, Druid

HP: 100
XP: 12,000

Noteworthy Items
- Bracers of Defense AC 3
- Ring of Animal Friendship
- Potion of Insight

Nyalee is a fairly weak boss, but she'll summon in Shambling Mounds and Nymphs to protect herself at the beginning of the fight. As you wear down the monsters, she'll occasionally cast Animal Summoning as well as call up Elementals. She'll constantly cast Ironskin on herself, too, so you'll need to work quickly if you expect to overwhelm her in melee combat.

Once you get rid of Nyalee's horde and Nyalee herself, check her body for some magical items. There's nothing incredible on her; the main point of killing her was simply to loosen up Yaga-Shura for the battle to come. Speaking of Yaga-Shura, perhaps it's time to pay him a little visit...

The Giant Siege Camp

01 Prepare for Battle

• As luck would have it, you approach the Siege Camp from a distance away, giving you a bit of time to prepare for battle with spells. Go ahead and get ready for a scrum; even though Yaga-Shura is vulnerable, he's not a pushover. Once you're strapped, follow the road to the southwest, across the bridge.

• As soon as you cross the bridge, Yaga Shura will appear. You're going to be facing more of the wonderful transporting enemies, as Fire Giants and Yaga-Shura troops start to warp in out of nowhere to take you on. Ignore them as best as you can for now, and head straight for Yaga-Shura.

02 Fee Fi Fo Fum

• Once you get ol' Yaga in your sights, he'll talk a little trash; apparently he still thinks he's invulnerable. Guess you'll just have to take him to school. Once you hit him a couple of times, he'll run off and disappear for a bit, but not before summoning in about half a dozen of his more trusted soldiers, with a couple of Mages among them. These fellows are capable of dealing out damage fairly quickly, but

KEY ITEMS TO ACQUIRE

Quest Based Item
Valuable Magic Item

Item	Location
(A) Full Plate Mail +1	Yaga-Shura's body
Runehammer +4	Yaga-Shura's body
Girdle of Fire Giant Strength	Yaga-Shura's body
(B) Misc. Scrolls	In barrel
(C) Misc. arrows, bolts, and bullets	In barrel

02a Yaga-Shura, Fighter/Fire Giant

HP: 150
XP: 30,000

Noteworthy Items
- Runehammer +4
- Girdle of Fire Giant Strength
- Full Plate Mail +1
- Shurapack's armor

Fortunately for you, Yaga-Shura isn't really that tough at all, now that he's vulnerable to your weapons. Of course, he's still got the strength of a Fire Giant and a big hammer with which to whack you around—tread lightly lest you find yourself dissolving into a puddle of mush beneath one of his poundings.

you don't really need to kill them at all. If you feel overwhelmed, just run.

• After 20 seconds or so, Yaga-Shura will pop back into the field, completely healed from whatever damage you did earlier. Now's your chance to end this fight once and for all. Concentrate every character on Yaga-Shura, and use any special abilities you can to take him down as quickly as possible. Success will bring 40,000 XP per person.

• As soon as you kill Yaga, you'll get dragged into your Pocket Plane by the Planetar—the one with a really awful sense of timing. After a rather extended cutscene that relates a few tidbits about your mysterious childhood, the second challenge of the Pocket Plane will be open to you. While you don't have to do it now, it'll probably help you get a little extra experience, which is never a bad thing. Unfortunately, you'll be jettisoned right back to the Giant Siege Camp after the conversation, where you will probably still have a few enemies running around. Melissan will also warp in, and give you the 411 about a few more tasks she has for you. Each character will get an instant 15,000 XP from Melissan.

• Back in your Pocket Plane, when you walk into the second challenge room, you'll be facing off against an eerie replica of yourself, except this "you" is as evil as you would have been if you had taken Sarevok's path through life. Luckily, your party members won't be facing any awkward "which Kirk do I shoot?" dilemmas—the replica will be wearing some stylish black threads. Not to be outdone, the mirror-you is flanked by three party members of his or her own: Angelo, a Thief; Semaj, a Mage; and Tamoko, a Fighter. This is mostly a straight-up fight, but once you beat them all, your main character will receive 30,000 experience points. All of your other characters will get 25,000 experience points.

• Once you're ready to get back on the old beaten path, exit the Pocket Plane and you'll be warped back to the Giant Siege Camp (or wherever else you warped in from). You'll definitely need to rest and heal before you head to the Oasis, because one of the biggest fights in any of the *Baldur's Gate* series awaits you.

The Oasis

KEY ITEMS TO ACQUIRE

Quest Based Item

Valuable Magic Item

	Item	Location
A	Full Plate Mail +1	Jamis' body
	Long Sword +3 x2	Jamis' body
B	5 GP	In barrel
	Silver Necklace	In barrel
C	40 GP	On table
	Silver Ring	On table
	Bounty Notice	On table
D	2,030 GP	In crate
	King's Tear	In crate
	Lynx Eye Gem	In crate

01 Welcome to the Oasis

• People have been asking for bigger fights in *Baldur's Gate* since the very first game, and the Oasis is BioWare's response. When you arrive, you'll be immediately accosted by one Jamis Torbelthen, a general in the royal Tethyrian army. Unfortunately, they've heard of your impressive resumé of destruction, and hold you responsible for the destruction of Saradush. They're not pleased, to say the least, and you're going to be facing a smallish area of nearly three dozen Pikemen, Archers, and Mages, with an initial rush of perhaps a dozen enemies. We'll tell you straight: this is one hell of a tough fight! There are a few options you have at your disposal, so we'll lay them out one by one.

01a Jamis Torbelthen, Fighter

HP: 150
XP: 10,000

Noteworthy Items
- Full Plate Mail +1
- Long Sword +3 x2

Jamis is a rather powerful Fighter that dual-wields two Long Sword's +3. He'll be difficult to make out in the chaos of the battle, but you don't need to concentrate on him anyway. Nothing special happens when he dies, and even after he's down, the other soldiers will just keep killing you .

02 The Fight

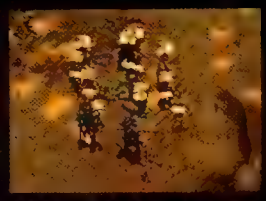
• Get ready for a straight-up, knock-'em-down fight. This is by far the most difficult option here, since you won't be able to cast your normal pre-fight spells, and your spellcasters will have a difficult time getting spells off, period, with all of the archers in the area. The Pikemen will do a good job of spreading out as well, so they'll eventually reach your back-line characters and start chopping them up. Your front-line characters will be surrounded by Pikemen almost immediately, and it won't take long for them to get worn down by the constant chopping.

• If you do get caught up in a fight, your best bet would probably be to have your spellcasters attempt to retreat a bit from the archers and summon in a few monsters—the more powerful, the better. If you have access to Elemental Summoning, excellent. If not, you can't go wrong with Mordenkainen's Sword and Gate, though the casting times will give the enemy a lot of room to knock your Mage off-kilter with a hit. Using the Mage spell Power Word Blind can be extremely useful in large battles as well. Your warriors will be on their own, so your Clerics will want to be constantly casting Mass Cure, if possible, while the Warriors themselves use any and all High-Level Abilities they have access to. This is extremely challenging, so if you can successfully get all of these bad boys to fall without losing half your team, you can consider yourself a certified *Baldur's Gate* Grand Master! Of course, if you're not quite up to the challenge (and don't feel bad—we weren't, either), you can always go in for a little subterfuge.

Baldur's Gate CHEESE COMBAT

This technique lets you take out most of the characters in the Oasis without even getting scratched. The main ingredient here is the wonderful Mage spell, Mass Invisibility. As soon as you hit the Oasis, pause the game before Jamis starts talking, and immediately start casting the spell on your party. Make sure your AI is turned off, or your Fighters will run off and start attacking the enemy, which will ruin the whole effect. If your Mage can get the spell off, the Tethyrians will not be able to lock onto your characters, meaning you can run off and hide. We recommend the small copse of trees at the northern end of the map, where you can get out of view of any enemies and safely save your game.

"As long as they can't see you, they can't hear you casting spells."



"It burns! It *burns-s-s!*"

• While you're still invisible, you won't have to worry about anyone stumbling across your hideout and attacking you. As per the rules of Improved Invisibility, though, if any character makes an attack or casts a spell within eyeshot of an enemy, your foes will be tipped off to your presence. Since you won't be able to attack the enemies directly, you can fall back on the lovely indirect methods of damage—namely, Cloudkill-type spells and summoning spells. We found that the Tethryians bunched up in one area after the party went invisible, so you can cast a few Incendiary Clouds on top of their position and watch them all burn. (You might want to use a Cleric's Farsight spell to get a better read on the enemies, since you have to cast this when you can't see any of them.) This method takes a bit of time, but produces a huge pile of empty armor if you stick with it.

03 Run Away!

• This method of dealing with the Oasis is simplicity itself. Cast Mass Invisibility on your party before the fight begins, and run to the opposite side of the map and continue on to Amkethran. Don't worry about missing any super-secret items; you can see from the Key Items chart that there's really not much here in the terms of treasure. All you can really get here is a ton of experience. You should note that not killing the enemies here will prevent you from heading back to the northern areas without first coming back through the Oasis, but you won't really need to go back to any of those areas anyway, so it all works out . (The lone exception is Watcher's Keep, which is still accessible even if you scramble through here without killing anyone.)

04 On to Amkethran

• How ever you dealt with it, the only way to leave the Oasis is by reaching the eastern end of the map and heading on to Amkethran.

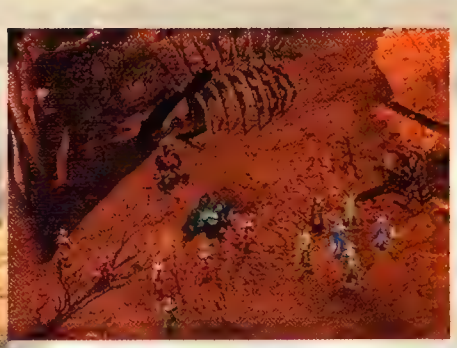
Amkethran

Points of Interest

Location Name	Type	Location Name	Type
01 Balthazar's Monastery	Quest	05 Tavern	
02 Cave of the Dead	Quest	06 Marlowe's Home	
03 Smuggler's Cave		07 Mercenary Troops	
04 Arcana Archives / Blacksmith		08 Temple of Waukeen	

01 Meet with Balthazar

• For the first order of business, head north and meet with Balthazar in front of his monastery. He'll give you the skinny on what's been happening in the south. Unfortunately, Melissan isn't here to greet you, but you should be more than used to her mysterious ways by now. Balthazar isn't exactly a warm host, but he'll at least let you stay in Amkethran for the time being. His monastery, however, is off limits for now.



02 Meet the Mercenaries

• You can walk around the town and check out the scene now. You'll probably notice quite a few Mercenaries wandering around; apparently Balthazar has hired them for some unknown purpose, and they aren't exactly treating the citizens too well. You'll encounter a couple of incidents as you walk around the town, regarding both the Mercenaries and the Monks themselves.

• If you walk over in front of the Tavern, you'll see a Monk and a Priest of Waukeen arguing about the state of the city. Their argument turns violent rather quickly. You can intervene if you want, but the Priest will likely die no matter what you do. If you check the loot he leaves behind, you'll find an Oaken Ring. If you manage to save the priest from the monk, it's worth 3,000 XP per person.

• A mercenary captain and his men are engaging in target practice near the center of the map. If you think his treatment of the summoned monsters is a bit cruel, you can take the issue up with him, but he doesn't take kindly to criticism. If you happen to provoke him enough, he and his archers will become hostile, and, by extension, all of the mercenaries in the town. There are plenty of mercenaries around town, so making them hostile to you is most decidedly a bad thing at this point in the game.

• Last but not least, if you happen to be near the Tavern at the right time, you should encounter the Mayor of Amkethran engaged in a spirited discussion with a mercenary who is about to execute the Mayor's daughter for thievery. The chivalrous thing to do would be to rescue her, since it's something of a Jean Valjean situation, but you can, of course, let the execution proceed if you're thoroughly evil. On the other hand, interfering with the execution will entail killing the mercenary, which will in turn mean that all of the other mercenaries will be hostile to you—and that's a really bad thing. If you do decide to rescue the Mayor's daughter, you receive 5,000 XP per person.

03 The Cave of the Dead

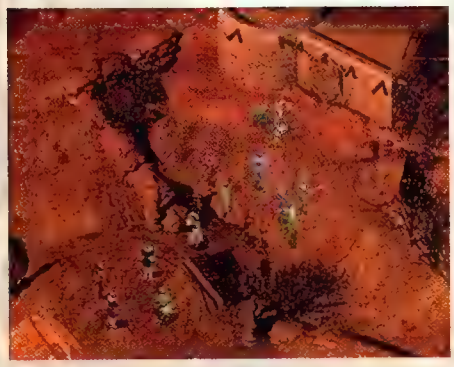
• If you talk with the citizens, you'll learn that there have been undead sightings in and around the cave that's north of town. It sounds like a mini-quest, and, fortunately for you, it is. You can't get in to see the cave right away; you'll need to do a little walking and talking first.

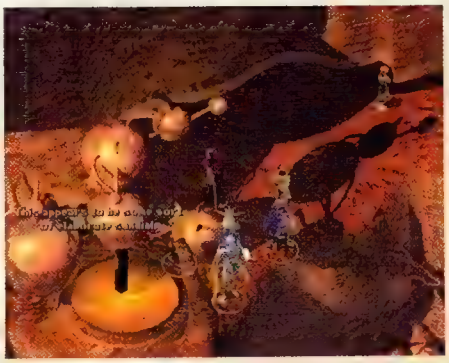
• Walk over to the tavern and head inside. You'll immediately be queried by Marlowe about your status as upright heroes of the land, and when you reply in the affirmative, he'll ask for a bit of time in his house atop the hill. You can blow him off, if you want, but you'll be missing out on a bit of experience.

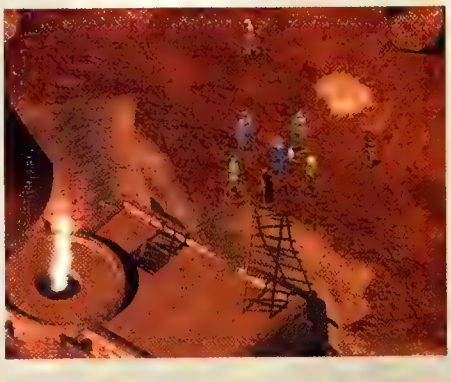
• Assuming you do accept Marlowe's offer to meet him and learn more, you'll need to head up to the top of the hill via the odd ladder system made out of the adobe houses. Doesn't seem like it'd be too private, having to live in a home with people walking through all the time, but at least they don't complain to you. Once you reach Marlowe in his house, he'll explain his situation. To make a long story short, a Lich has stolen his daughter's soul, and she now lies on the brink of death. He, of course, wants you to intervene with the Lich on behalf of him and his daughter, and hopefully find a way to resolve the situation so that his daughter lives.

• Head on down to the Cave of the Dead and talk to the guard outside, who will let you in. Welcome to the cozy home of VanGoethe, one of the rare Liches that will actually acknowledge your power and attempt to defuse your anger with negotiation. Essentially, your dilemma is either to kill him right away (a bad decision) or to bring Marlowe by to speak to the Lich. The latter is the preferred method of handling the situation for good parties—and you'll get more experience this way.

• Go back up the hillside and talk to Marlowe. He's surprisingly agreeable to the situation, and seems to have accepted his lot for now. You'll be warped down to VanGoethe's lair immediately, and the fun will begin. You can stand by and watch as VanGoethe steals Marlowe's soul, or you can wait until after you get Malla's Soulstone and then intervene on Marlowe's behalf. Another option is to let the Lich kill Marlowe, and then kill the Lich, but you should only do that if you're just interested in seeing absolutely everything dead.



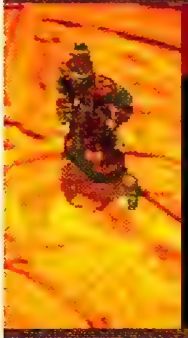




Name Dropping

If you want to get an idea of how tricky the guys at BioWare are, you should note that "VanGoethe" is a reference to Johann Wolfgang von Goethe, a nineteenth century German writer who produced an epic novel entitled *Faust*. It dealt with an astrologer who makes a pact to sell his soul to the Devil, and then is finally redeemed from his demonic deal by the intervention of God. In addition, the name "Marlowe" is a reference to Christopher Marlowe, a contemporary of Shakespeare, who wrote an earlier version of the *Faust* tale as a play. It's a good guess that someone at BioWare was an English major, wouldn't you say?

03a VanGoethe, Lich



HP: 100
XP: 22,000

Noteworthy Items
- Malla's Soulstone

• VanGoethe is more or less a standard Lich, with the usual retinue of high-powered magical spells and defenses. In addition to his spellcasting abilities, though, he has one innate power that is something of a killer: he'll automatically summon two Skeletons or Skeleton Archers per round to fight for him. These guys, while not individually tough, can quickly multiply out of control and confuse your fighters. However, if you attack VanGoethe immediately after you receive Malla's Soulstone, he will be defenseless for a couple of seconds and you might be able to kill him before he can raise the usual spell defenses against weapons.

04 Marlowe's Epilogue

• Once VanGoethe is dead, Marlowe will ask you what you plan to do with Malla's Soulstone. The correct answer, of course, is to say that you're going to give it back to him, so that he can restore his daughter. This will save Marlowe and Malla and will earn each party member 15,000 XP, and the party as a whole will gain one reputation point. Of course, if you're not quite on the side of good and honor, you can tell Marlowe you plan to keep the Soulstone for yourself, which will net you 6,000 XP, the loss of two reputation points, and a sweet little item that will give +1 to Constitution and Dexterity when equipped as a helmet. If Marlowe dies you can still save Malla with the Soulstone, but you only get 10,000 XP.

• Don't fiddle with the tables in VanGoethe's lair. These will come in handy later on in the game, but you don't need to worry about them just yet.

05 Odds and Ends

• That's the bulk of what you can do in Amkethran at this point, but there are a couple of other points of interest you might want to check out. The Smuggler's Cave in the northeastern corner of the town is bristling with smugglers. The first time you enter the cave, a cut-scene quest will delight your senses. Carras, a smuggler-*cum*-shopkeeper, will sell off his ill-gotten gains in the cave. Another shop in the area is the Arcana Archives, newly relocated from Saradush. In the same building as the Archives is Kerrick the Smith, a highly specialized blacksmith who will fashion a unique and powerful artifact for you, if you happen to have the right ingredients. (Check the Big Metal Unit item in the Master Item List at the rear of the book if you want to learn more about this.)

06 Leaving Amkethran

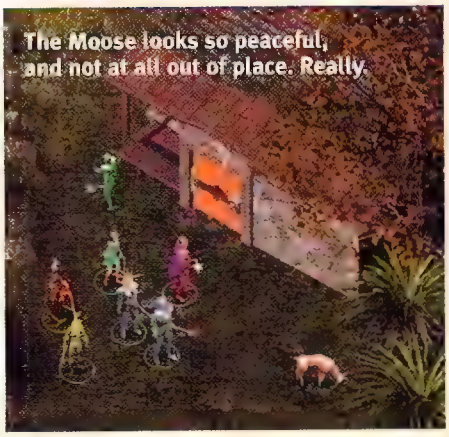
• Upon leaving Amkethran, you have a choice as to which enclave to tackle first. You can either head to Abazigal's Enclave, which is the domain of a delightful Purple Dragon, or you can head to the mysterious Sendai. It's a toss-up as to which one is easier, but since we had to choose, we went to Sendai. If you'd prefer Abazigal first, please jump to page 50. Once you are done there, refer back to the walkthrough for Sendai.

CHAPTER 9

Sendai's Enclave

01 Outside the Enclave

• When you arrive at Sendai's Enclave, the area looks like anything but the domain of a powerful Bhaalspawn. Moose and pheasants abound in this seemingly peaceful forest, and your immediate contact will be with the Woodcutter, who is visible the moment you appear. Talk with him, and he will tell you of an odd disturbance in a clearing east of his home. You can either choose to follow his lead or simply kill him for being suspicious.



Option 1 The Goose Chase

• Though the Woodcutter is obviously odd, follow through on his tip and check out the glade to the east. Arriving in the glade, you will soon find yourself in an ambush. A Hive Mother, along with a few Umber Hulks and a pair of Drow, will teleport in. The fight is not particularly difficult, but you can feel free to cast any defensive spells needed before you trigger their teleport.

• Once you have dispatched the ambush, you're going to want to return to the Woodcutter. On your way, stop and visit the graves in the upper northeast region of the area. You will find that they are not only

This looks like a squirrel—but, it's about half a second away from turning into a Drow. *Bad squirrel*!

recent, but very suspicious. On your return to the Woodcutter, ask him about the grave—and be persistent. He won't want to talk about it, but he will explain it in the end.

• After enough badgering, the Woodcutter will divulge that the real Woodcutter and his wife were the ones buried in the graves, and that he's an imposter. He will immediately attack you, and all of the supposedly charming creatures in the area will transform into Drow and attack you as well. None of the Drow are unique or difficult, and once you have killed the Woodcutter, the entrance to Sendai will be opened. Exposing the entrance is worth 10,000 XP per person. Before you head there, though, check out the Woodcutter's Abode, and purloin yourself his possessions. After all, he won't be needing them any longer.

Option 2 Straight Up Killing

• Instead of waiting and traipsing around the forest, you can simply attack the Woodcutter. This will cause all of the fauna in the area to return to Drow form and to attack you. Once you have dispatched the various Drow and killed the Woodcutter, the entrance to Sendai will be opened. Before you head in, grab all of the items from the Woodcutter's home.

KEY ITEMS TO ACQUIRE

Quest Based Item
Valuable Magic item

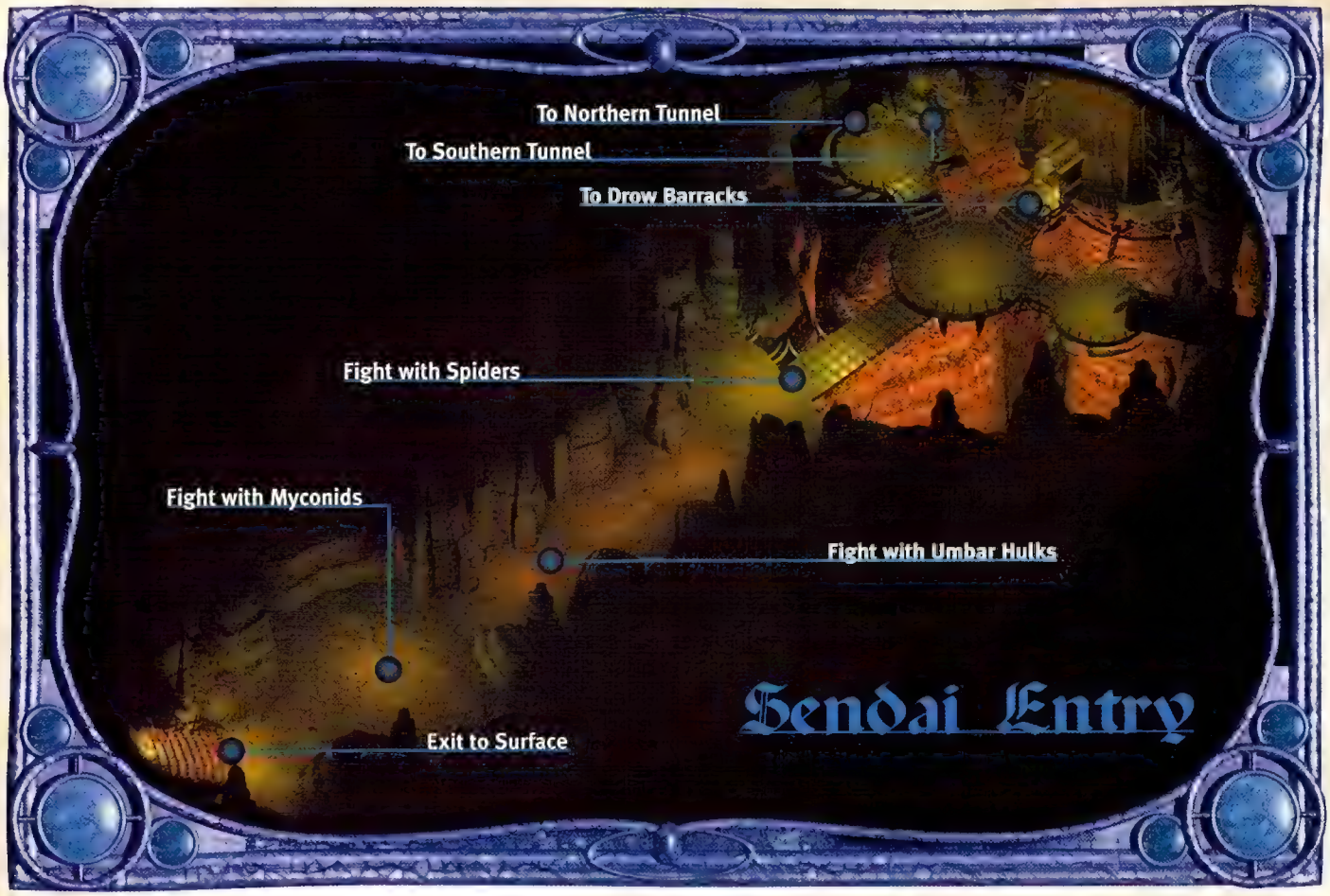
Item	Location
A 102 GP	Shelf
B Full Plate Mail	On Table
C Potion of Superior Healing (5)	In Cabinet
D Medium Shield +2	In chest
Long Sword +3	In chest
Rune of Clangeddin	In chest

02 Sendai Entrance

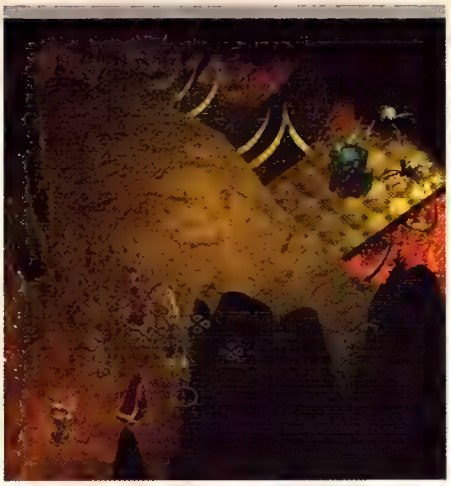
• Greeting you just inside the entrance will be about a dozen Myconids. As always, Myconids will attempt to Fear and otherwise disturb your party. If you are anxious, summoning in an elemental or two can take care of most of them very quickly, but simply traipsing in and attacking will be fine for most. Once they're vanquished, move on down the corridor.

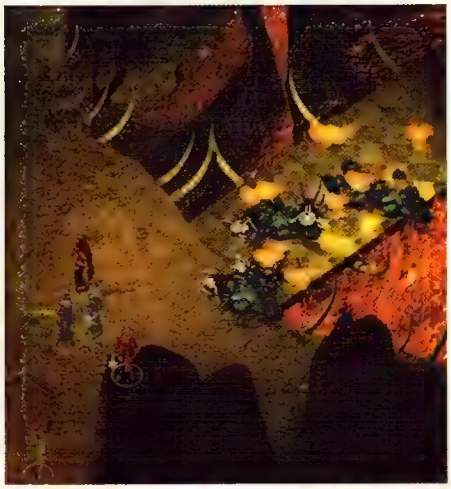
• Next, you will run into a group of Umber Hulks. Packing a considerably bigger punch, these can be dealt with quite efficiently by the casting of area effect spells down the corridor.

• Following the Hulks, a few spiders will accost you. A nice Death spell will take care of many of them in a jiffy, but have Slow Poison on hand. Their poison is quite deadly, so your Cleric should be ready for immediate, continuous castings. You will see around you various doors, however all but the one directly ahead will be locked. When ready, head through the open door and into the Barracks.


To Northern Tunnel
To Southern Tunnel
To Drow Barracks
Fight with Spiders
Fight with Myconids
Fight with Umbar Hulks
Exit to Surface
Sendai Entry

Drow Barracks
Thelynn'ss and Company
A
KEY ITEMS TO ACQUIRE
Quest Based Item
Valuable Magic item
Item
Location
A Key
Thelynn'ss' Body





Before the attack. After the attack. Now, this is how it's done, kiddies.

03 Drow Barracks

• The Drow Barracks is short, but definitely not sweet. As soon as you get into the area, you will find yourself under attack by gobs of Drow, lead by Thelynn'ss. As there are many Drow here, you should start by summoning yourself some help. If you can, try to keep your party by the entrance and cast area effect spells into the group. The Drow archers seem to be the worst of the bunch, so try to hit them with your summoned creatures, spells, and artillery. Once you have yourself entrenched, slice and dice. Take out Thelynn'ss as soon as possible, as he is the toughest of the group. Once you have cleared the room of the Drow, pick up the Key from the corpse of Thelynn'ss, then loot the other various bodies. They will have a ton of Drow Scimitar +3 and Drow Crossbow of Speed +3, but remember that Drow gear disintegrates when hit by the sun. So, you may want to leave all of weaponry and armor, but make sure you don't miss the Amulet of Cheetah Speed.

• When ready, head back out of the barracks. Before you can proceed, you will be introduced to Sendai through a cutscene set "Elsewhere." Following, you will get 5,000 Experience for each member of your party, and you will have some idea of what lies ahead.

04 Tunnels

• Following the cutscene, you will have your choice of which path to take. If you choose to go through the southernmost door from the entrance area, you will be taken to the North Tunnel with Sendai's slaves (Derro, Orog, Umber Hulks). If you go through the Northern door, you will be taken through the Southern Tunnels, chock full of spiders. Yes, we realize it's a bit backwards.

Option 1 The North Tunnel (Slaves)

• As Sendai alluded to in the cutscenes, she has dispatched her slaves to intercept your party. The initial slaves, led by a slaver, are Derro, a type of Dwarf. On their own, they are not particularly difficult. But Derro begin to spawn all around you, and often to your flank. Keep your casters and archers defended, and summon as much help as you can. A Druid with Elemental Summoning can summon some killer elementals, which are by all means recommended here. In no time, you will have a deluge of Derro on your hands, and shortly they will be joined by Orogs. The strategy to this area is to progress through as fast as possible. Continue through the corridor as fast as you can, and cast Web behind you to hold those that are spawning to your flank—and there will be a lot. Cast area effect spells both into the Web behind you and in front of you where you have not yet explored. Keep your entire party meleeing as much as possible, with your casters taking occasional breaks to summon, cast area effects, and keep their defenses as high as possible.

• At various points through the corridor, the slaver will appear and bring with him more slaves before he teleports away. Continue pressing forward until the slaver appears and decides to stay and fight. He will bring with him a group of Umber Hulks, and even more Orogs and Derro. Take as much time as you need here, though—once the slaver has been killed, more enemies stop coming. The key is to get to him at the end of the corridor as fast as possible to prevent too much from appearing by the time you get there. If you aren't fast enough, you will quickly have far too much on your hands to deal with sanely. After the succession of battles is finally over, you will have gained a heap of XP. Before you exit to the next area, jump back to your Pocket Plane for a nap. Once ready, step through the door into Sendai's Main Chamber.

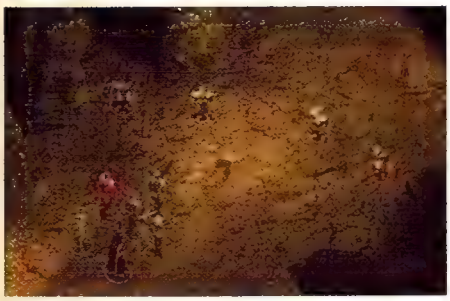
Yes, that is a lot of Drow. Yes, it is a hard battle. Yes, we're sorry.

*(**Note:** If you cast Web with an area effect spell, this is what your flank should look like.)*

Option 2 The South Tunnel (Spiders)

• The other path through the dungeon is by way of the South Tunnel. Infested with spiders and traps, the South Tunnel can be much more difficult than the North. However, if you have plenty of Clerics with Slow Poison, you can actually proceed much faster. The second you appear in the South Tunnel, spiders will begin pouring in from all sides. Keep your Clerics close at hand the entire way through, and you shouldn't have a problem. Proceed along the very top of the area, heading due east. Watch for traps as you go, but only by going along the top you will avoid a good number of spiders. There is nothing more than the horde of spiders here, so once you see the exit, leave immediately. This will take you into Sendai's Main Chamber.

Sendai Hall
NORTH TUNNEL
Slayer Fight
Exit to Sendai Entry
To Main Hall



First there are a few. Then there are more. Then they are gone. And all in record time, too.

KEY
Trap
To Main Hall
Exit to Sendai Entry
Sendai Spider Hall
SOUTH TUNNEL

05 Main Chamber

• The Main Chamber connects most of the remaining dungeon. Whether you are coming from the North or South Tunnel, head toward the center of the room where the paths converge. You'll be in for a small battle there, and once you are ready, proceed into the Lich's Lair, which is in the Northwest corner of the level. The only other unknown exit is the one to the East, which is locked for the time being.

06 The Lich's Lair

• This is a quick, no-frills lair filled with but one creature, the Lich. As soon as you step inside, the battle begins. Be careful of the traps on the steps facing the door, though. You won't have enough time to disarm them before the battle begins in earnest, so try to use the side steps. If you must run over the traps, do so with your Fighters. The traps cast Silence, so it won't be the end of the world if your characters that can't cast in the first place have their casting abilities removed.

• Once you have sent the Lich home, make sure to pick up the Drow Wardstone off the Lich's corpse. Also, check the three fallen pillars around the room for miscellaneous loot. The fallen pillar by the door has the Skull of the Lich in it, but be sure to disarm the trap before you grab it.

• As you leave, you will be treated to another cutscene. It appears that the lady of the house has been told you're trespassing, and this time she's serious. When it's over, each character will receive another 5,000 Experience for each member of the party. Back in the Main Chamber, head for the door on the far East that has been locked, and use your new Drow Wardstone to open it. Proceed inside when you are ready.

07 The Challenges

• When you enter, Diaytha, Sendai's priestess, presents you with a challenge. She allows you access to Ogremoch, the Earth Elemental Prince, and says that if he is somehow beaten, she will face your party in person. Proceed to the East, through the door Diaytha unlocked. Inside will be a pair of initial Earth Elementals, and then past them is Ogremoch himself.

KEY ITEMS TO ACQUIRE

Quest Based Item
Valuable Magic item

Item	Location
(B) Drow Wardstone	Lich's Body
(B) Skull of the Lich	Fallen Pillar (trapped)

08b Ogremoch, Earth Elemental Prince

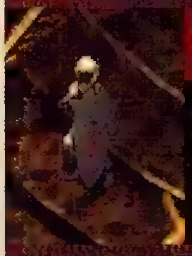
HP: ~200
XP: 56,000

Noteworthy Items
- None

• Ogremoch is really rather a pushover. Being an Earth Elemental Prince, he is exactly as good as the Earth Elemental Princes your Druid can summon for herself. Ogremoch has nothing going for him but his fierce hand-to-hand attacks. Rush him fast, hit him hard, and he won't put up much of a fight. Don't bother using magic, as he'll resist most of it—you'll do better just swinging at him.

• When you have killed Ogremoch, the door to Diaytha and her minions is open. Diaytha has gathered together an odd group, but none of them will be difficult to dispatch: Demon Knight (16,000 XP), the Hive Mother (24,000 XP), the Abishai (9,000 XP), and the Vampire (12,000 XP). Right off, kill Diaytha herself so as to make sure she doesn't trouble you with her spells later.

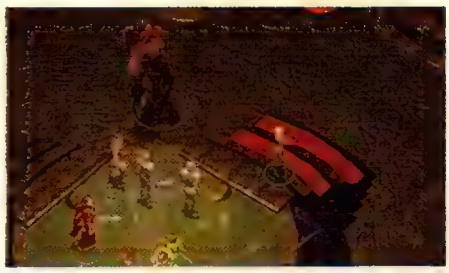
08b Diaytha, Drow Priestess

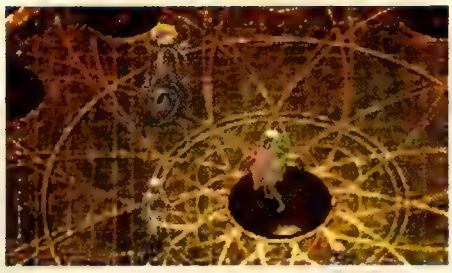


HP: 110
XP: 14,000

Noteworthy Items
- Drow Full Plate +5
- Darksteel Shield +4

• Diaytha is not much more difficult than any other Drow Priestess, as long as you get to her quickly. Make sure you hit her before she gets a chance to protect herself or cast spells on you. When you arrive in her room, send your entire party to her and begin meleeing. As you can see, her hit points are not particularly high, and taking the damage from her group is preferable to what she can do when she's* entrenched. Kill her first, and the battle will be a breeze.





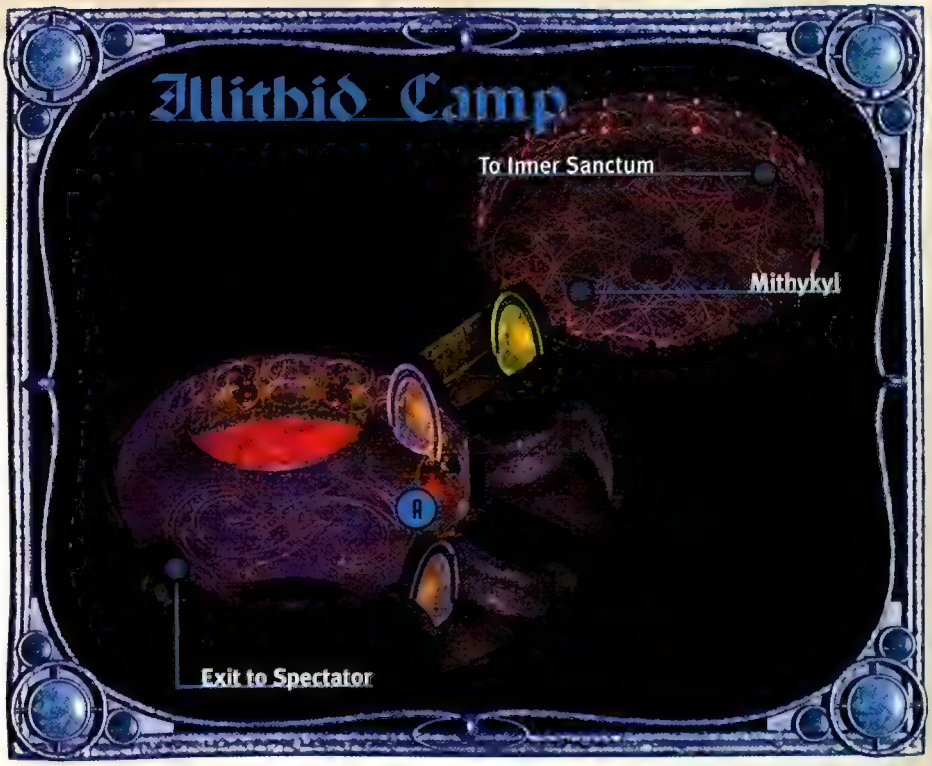
KEY ITEMS TO ACQUIRE

Quest Based Item
Valuable Magic item

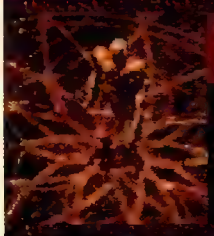
Item	Location
Ⓑ Liquid Mercury	Chest

08 Mano a Mano

• As you enter the room, you will be immediately greeted by the face of an old friend. The Spectator from the Shauaugin city has returned to facilitate the dispute between you and Egghead. I'm sorry, it's Eggiesag. Anyhow, Eggiesag has been sent to slice you to mincemeat, but the Spectator appeals to Eggiesag's Drow pride, and sets up a one-on-one battle between the two of you. When done, you'll receive 5,000 Experience for each member of the party and have a hilarious chat with the Spectator. After the amusements, head on your way through the door. Don't miss the Bowstring of Gond off Eggiesag's corpse, though.



09a Eggiesag, Drow Fighter



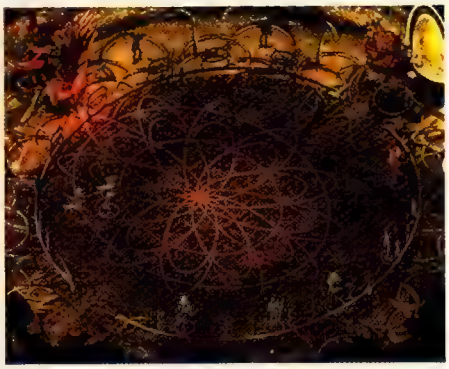
HP: 130
XP: 20,000

Noteworthy Items
• Bowstring of Gond

• Eggiesag is not difficult, as long as your main character is a Fighter. Simply walk up, and stand toe-to-toe. Admittedly, it's not that interesting, but just continue using potions until he drops. If needed, wash it all down with a nice Whirlwind Attack or two, and Eggiesag should be gone. But if you're a caster, the fun really starts. Keep Stone Skin and Mirror Image up at all times, and pelt Eggiesag with all the direct damage you have. Use Spell Sequenced Magic Missiles, if possible, and continue with all of the high level direct damage you have. It may be a bit more aggravating due to continuous use of defenses, but Eggiesag will fall just the same.

09 Illithid Camp

• The Illithid camp is just more of the same. When you enter, you'll be faced by an Umber Hulk along with an Ulithrard. They should be quick kills. Before you move on, check the chest to the Southeast. In it, you'll find the important Liquid Mercury, and 47 GP (woo hoo!). Realistically, you don't need to open either of the doors to the South if you



9a Mithykyl, Mind flayer - Alhoon

HP: 96
XP: 19,000

Noteworthy Items
• None

• Mithykyl, as part of a group of Mind flayers, is easily missed. Don't worry if you pass right over him, he's not very different from his friends. Approach this group of Illithid as you would any other. Area Effect spells work, but keep in mind that Illithid have high magic resistance. Your best bet is sending in the usual repertoire of golems to take the initial heat, and then to follow afterward to clean up the mess.

don't want to. They both just hold a Vampiric Illithid each. But, the northernmost door to the east will take you to a group of Illithids blocking the last door before Sendai. Mithykyl is one of them. One you have finished them off, head through the door, and into Sendai's Inner Sanctum.

TECHNIQUE

SEQUENCING SPELLS FOR BIG RESULTS

If you're looking for the spell combo that's the equivalent of Quad Damage from *Quake*, this is *definitely* your bag.

❶ By using Minor Spell Sequencer, you can effectively chain two spells to be cast at one time. For offense, we found it best to use Magic Missile. With Major Spell Sequencer, you can chain three Magic Missile spells together. And with Spell Trigger, you should chain three Lightning Bolt spells. Take the 40 points of damage for the Minor Spell Sequencer, another 60 points of damage for the Major Spell Sequencer, and then combine it with the 75 points of damage with the Spell Trigger, you're looking at some serious power! We're talking over 175 points of damage in the time it takes to cast three Magic Missile spells! The best part about this combo is that any one of your Mages can have all *three* of these combos ready at any time.

Note: *Your damage results for each spell will vary depending on the skill and level of your Mage. The numbers in this technique are merely our averages when we used the combo.*

10 Inner Sanctum

• Well, this is the end, but I doubt anyone will be too unhappy. As you enter the Sanctum, you'll immediately recognize it from the various cutscenes. However, Sendai has been busy, and it's quite unfortunate too.

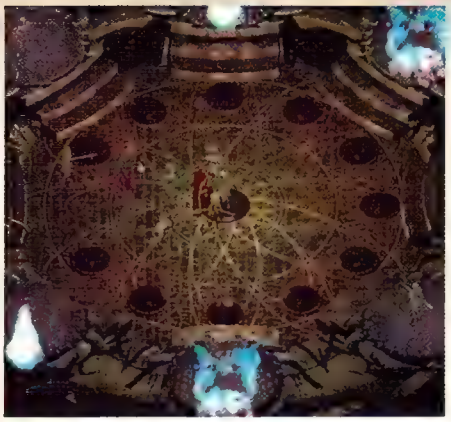
10a Sendai, Cleric/Mage

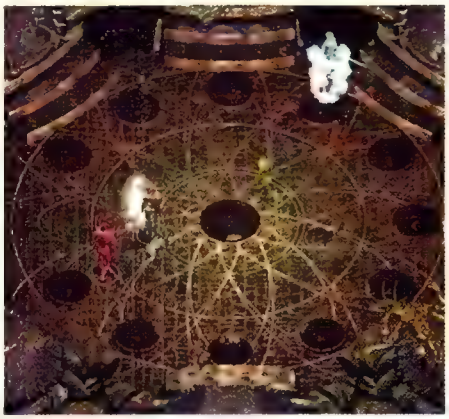
HP: 182
XP: 20,000

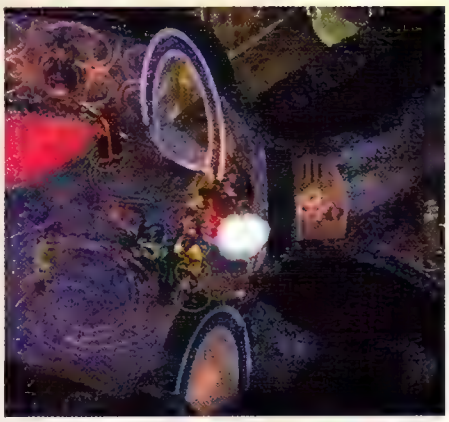
Noteworthy Items
- Studded Leather of Thorns +6
- Wong Fei's Ioun Stone

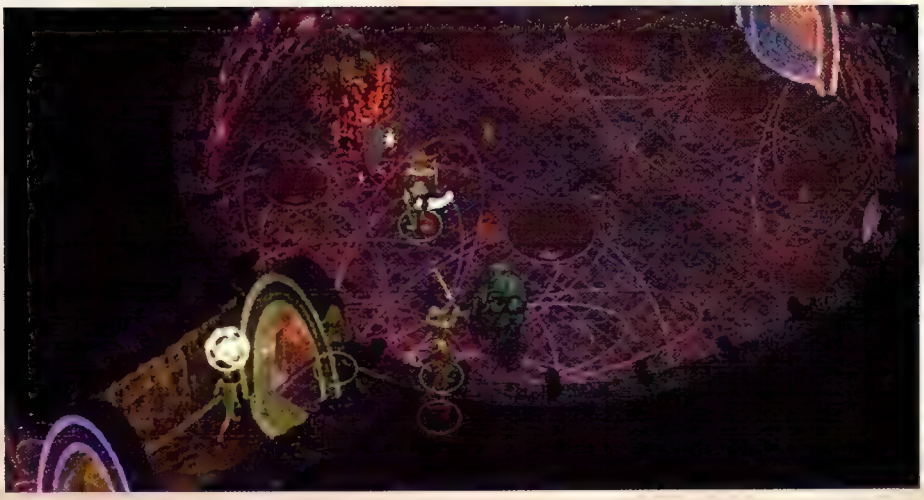
• Sendai has gone and erected a group of statues that come to life one by one. Each is a version of herself, and you'll have to battle all of them. Here is what the statues are, in the order they appear: 1) Cleric, 122 HP; 2) Mage, 122 HP; 3) Fighter/Thief, 122 HP; 4) Berserker, 122 HP; 5) Cleric/Mage, 122 HP; 6) Fighter, 130 HP; 7) Thief, 122 HP. Following all of the statues, the real Sendai will appear. Thankfully, these statues only come to life when the last has been killed, so the fight is actually not extremely difficult. The real Sendai is by far the hardest of the bunch. Keep Ruby Ray of Reversal ready for the spell protections, ready your offensive damage, and try to summon some nice elementals if you need their assistance. You'll receive 40,000 Experience per person if you win.

• Once Sendai is gone, a portal will appear to take you back outside. But, before you can use it, you and your group is once again whisked away to your Pocket Plane for yet another Challenge.









11 Third Challenge

• Upon arriving back in the little cramped home we know as the Pocket Plane, the Planetar greets you with another charming look back into the past. This time, you get to talk to yourself about how you fit into Alauando's Prophecy, and you come to the realization that you are not destined to be the new god of murder, but in fact are the one to prevent it. The Planetar seemed happy to clue you in, but we are sorry to disappoint. Afterwards, the Third Challenge will be opened for you. This time, you will be facing your innocence. Once you are done, you will get 30,000 Experience for your protagonist and 25,000 Experience for each of your party members.

11a Innocence, Slayer

HP: 200
XP: 20,000

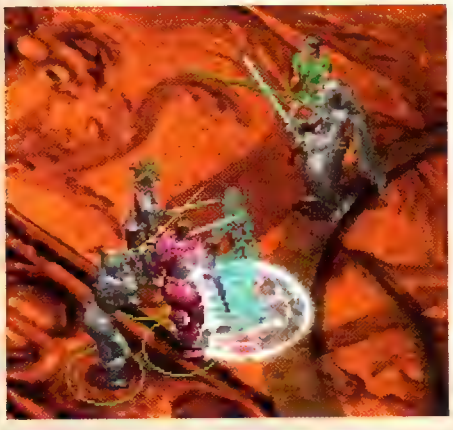
Noteworthy Items
- None

• Innocence is in all respects a mirror image of your own Slayer form, possessing nothing but the powerful melee attack, along with nice AC, hit points, and a good magic resistance. So, the best way to go up against Innocence is in a toe-to-toe melee bash. Now, if that isn't a quote for the ages, I don't know what is.

12 Havarian

• If you choose to head back to town before heading on to Abazigal, there will be an interesting run-in with our old friend, Saemon Havarian. As usual, he's trying to weasel his way out of getting caught, and if you try to assist him, he'll try to get the mercenaries he's arguing with to turn on you. No matter what you do, they will turn and attack you. Thankfully, they're pitifully easy, but if you'd like to avoid the whole mess, just skip on to Abazigal without returning to town.

Abizagal



01 Entry

• Sadly, even getting into Abazigal's Enclave isn't just a walk in the park. On your way up the grand steps to the enclave, Draconis, the wimpy son of Abazigal, stops you and threatens you. As is usual when playing the son of the god of murder, a fight ensues. Make sure you grab his Dragon's Head, which will grant you entry to the enclave and Tzu-Zan's Bracers before you move on.

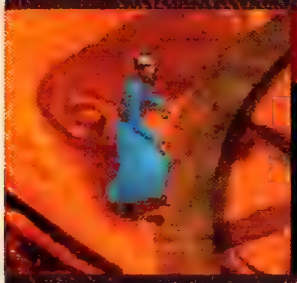
We do hate it when our battles change on us. And we really hate it when our battles turn into fights against dragons. It has a way of souring the mood.

KEY ITEMS TO ACQUIRE

Quest Based Item
Valuable Magic item

Item	Location
(A) Tzu-Zan's Bracers	Drakonis' Body
Dragon Head	Drakonis' Body

01a Draconis, Fighter/Mage



HP: 190
XP: 61,000

Noteworthy Items
- Dragon's Head
- Tzu-Zan's Bracers

• This is one of the most difficult battles in the game. Draconis uses invisibility, knockback attacks, constantly heals himself, summons Invisible Stalkers, etc. Just when you think you're about to kill the snotty Draconis, he pulls a nasty trick. He flat out turns into a Green Dragon. If you weren't sure that you'd be in for some dragon fighting yet, then this should have been the real kicker. Just keep hammering into him until he turns into the Dragon, and then wear him down as you would any other. Consult page 103 of the Monster section for more information on brawling with dragons.

KEY ITEMS TO ACQUIRE

Quest Based Item
Valuable Magic item

	Item	Location
A	Empty Breath Potion Flask	Werewyvern Body

02 Main Hall

• After being greeted by a group of Werewyverns and Lesser Earth Elementals that lock up the enclave, you're left on your own with various tunnels to explore. Before continuing, pick up the Empty Breath Potion Flask from the corpse of the Werewyvern, as well as the Stone to Flesh scroll—you'll need it in a minute. Go to the northwestern tunnel, the only one you're able to use right now, to continue on to the Frost Salamander Lair.

Main Hall
KEY
Trap
Door to Watcher/Seeker Maze (opened from inside)
To Frost Salamander Lair (open 1st)
Door to Kuo-Toa Lair (opened from inside)
To Watcher/Seeker Maze
To Kuo-Toa Lair (open 2nd)
Door to Frost Salamander Lair (opened from inside)
A
To Abazigal's Lair (open 3rd)
Exit to Surface

KEY ITEMS TO ACQUIRE

Quest Based Item
Valuable Magic item

Item	Location
(B) Stone to Flesh Scroll	Table

03 Frost Salamander Lair

• As soon as you dry yourself off, you'll be greeted by a group of Frost Salamanders. Fortunately, they aren't any harder than Salamanders ever are, and you should make quick work of the dozen or so in front of you. Continue through the doorway, and into the next room.

• Here, a Bone Fiend and two Flaming Skulls will welcome you, but they also won't put up any struggle. If you missed out on getting the Stone to Flesh scroll mentioned earlier, grab the one from the table here. A chest to the east, as well as a trapped bookcase, are stocked with ammo, should you need it. More importantly, walk over to the small pool. This pool will fill up the Breath Potion Flask you have, and will enable you to swim into the tunnels that you were unable to navigate before. Head back up to the Main Hall.

04 Kuo-Toa Lair

• Now that you're able to swim those few extra feet, the Kuo-Toa Lair is open. Take the southeastern tunnel to the Kuo-Toa. Battle your way through the hordes of Kuo-Toa Captain and Archers, and make your way to the northeast.

• Pick the lock on the door, and inside you will find an imprisoned Monk who will share all about the inner workings of the enclave. The Monk gives you the rope you need to navigate the longest of the tunnels, and tells you of a dragon under a Geas spell—one like you had been put under in

KEY ITEMS TO ACQUIRE

Quest Based Item
Valuable Magic Item

Item	Location
(B) Rope	Monk
Hindo's hand	Monk's Body

Sendai's enclave. In this case, a dragon is being forced into the service of Abazigal, and the only way to break the Geas is to use a Scroll of Reversal. Of course, the Monk has lost his copy, but he suspects it's still around. And, for the sake of continuing the game, it is. The Monk then promptly kills himself, and you are free to pick up Hindo's Hand. Exit through the door near where you came in, and you should again find yourself in the Main Hall (it's not called the Main Hall for nothing, trust us).

05 Dragon Cave

• Take the next available tunnel to the cave of the Geased Dragon. Once inside, you'll see that the dragon is in fact helpless and can't help you at all. But that's where we come in! To orient yourself, find the tunnel as far southeast as possible. There should be another tunnel slightly northwest of the aforementioned one.

• Take that tunnel, and you will find yourself in a new maze embroiled in a battle with Seekers. Dispatch them and head to the north along the west wall, as much as possible. Along the way, you're bound to run into more Seekers, but if you can find and kill the Watcher, Seekers will stop spawning in on you. Either way, in the northwest corner, you will find a scientist, Iycanth the Mad, who has the Scroll of Reversal you need so badly. He offers to let you have it if you work for it, and requires that you find an eyestalk from a gauth beholder stationed somewhere down one of the many tunnels in this maze. But,

That many castings of *anything* can't be too good.

Doesn't he just look like he isn't paying attention?

being the lazy players that we are, we aren't going to do that now, are we?

Option 1 Grab lackeys to do your dirty work

• Iycanth lets you in on the fact that he's been experimenting with some self-proclaimed adventurers who he thinks would gladly grab the eyestalk for you. If you listened to us at all and got those Stone to Flesh Scrolls, you'll easily be able to cast it on the petrified group of "adventurers" at your feet. Once they're alive again, you can tell them of your plans. For the sake of all that is funny and hilarious, we'll let you play this out for yourself. But, to say the least, what happens from here is nothing short of one of the funniest moments in the history of gaming. Praise be to BioWare, and you must play through this yourself. This is by far the most rewarding path in terms of entertainment value. In addition, you get a wonderful new pair of Bronze Pantalettes.

Option 2 Kill Iycanth

• You naughty little devil, killing everything in your sight. If you'd like—and we know you would—go ahead and kill Iycanth outright. He's not particularly difficult, and behaves much like any other Mage you ever fight. He even lets out a delightful scream as he dies. Then again, that could have been our sick imaginations. After you kill him, purloin his Scroll of Reversal, and you can be on your way. This one is the most rewarding for you naughty evil parties.

Option 2 Do it yourself

• Of course, you can act like a lousy Level 10 character and traipse around the entire dungeon trying to find the eyestalk yourself. But if you ask us, it's way below the level of grand and fulfilling task players of your calibre should be partaking in; however, if you need the experience badly enough, it can't hurt. It's an arduous process, and both of the other methods are quicker and easier. Finding Iycanth's eyestalk is worth 30,000 Experience.

• Whether you decided to go for the eyestalk or not, jump through the portal behind the rock where you first met Iycanth, and you will be taken to his lab. There, search his table to find the Juggernaut Golem Page. When you're ready, take the southeast tunnel back to the Main Hall. Once you're there, jump down to the Dragon Cave once more.

• Talk to Fll'yissetat, the geas-entranced dragon once more. Read her the Scroll of Reversal after she promises to give you the Wardstone that enables you to pass into Abazigal's Lair. If you remind her once he's free, she will make good on her promise, and you will be all ready for the final battle of the enclave. Freeing Fll'yissetat gives each party member 10.000 Experience.

EVIL PARTIES LOOK HERE!

05a Fll'yissetat, Dragon

HP: 280
XP: 60,000

Noteworthy Items
- Wardstone
- Ring of Improved Invisibility

• Instead of simply freeing Fll'yissetat, you can also just kill her. Be aware that you will need the Wardstone to pass through to Abazigal's Lair. She offers similar toughness as Drakonis, but there are a couple tricks for Fll'yissetat. You can decide to first read her the Reversal Scroll to set her free, and then while she's walking off, attack her from behind. Hey, an extra Dragon killing never hurt anyone, right—especially if you're evil. Consult page 103 of the Monster section for more information on brawling with Dragons.

KEY ITEMS TO ACQUIRE

Quest Based Item
Valuable Magic Item

Item	Location
Juggernaut Golem Page	Desk

06 Abazigal's Lair

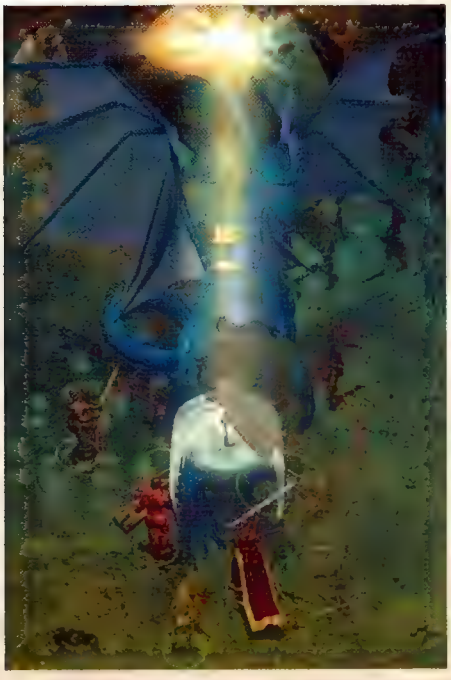
• The second you enter Abazigal's Lair, start to cast as many Summon spells as you can. Especially try to use the Druid's Elemental Summoning. Try to clear many of the Frost Salamanders away, as there will be a small bunch attacking you once you step inside, and then walk in to face Abazigal.

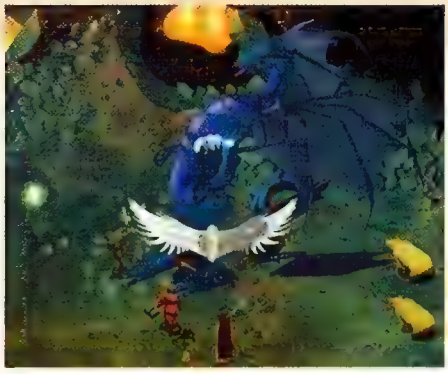
06a Abazigal, Dragon

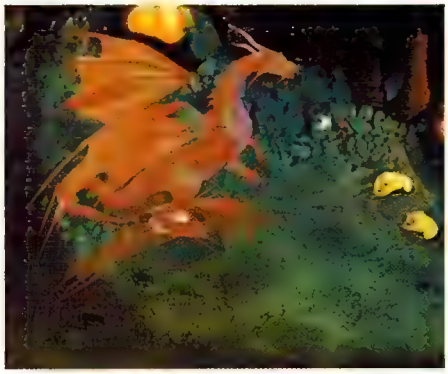
HP: 210
XP: 90,000

Noteworthy Items
- Blue Dragon Scales
- Gram the Sword of Grief +5
- Flail Head (Electric)

• Abazigal is a powerful adversary. Much like his son, Drakonis, Abazigal will begin the fight in Human form, and then switch to that of a Dragon. Equipped with an amazing -12 AC, Abazigal will be difficult to hit with melee, but it's better than trying to get through his natural 55% magic resistance. To beat that, queue a Spell Trigger with three Lower Resistance spells. This will temporarily disable Abazigal's magic resistance, enabling you to effectively use magic on him. Abazigal has a good variety of magical spells, as well as using the standard Wing Buffet ability. To top it all off, Abazigal breathes electricity instead of fire. If you are having problems, try using Protection from electricity. However, with a mass of summoned creatures and consistent melee, Abazigal should fall.





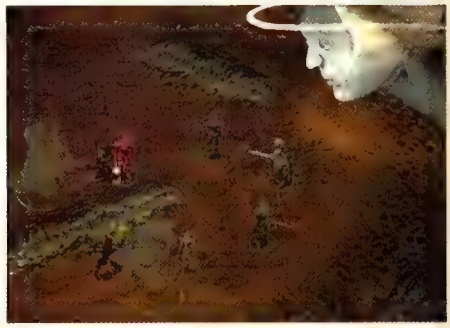


07 The Melissan Situation

• After killing Abazigal (40,000 Experience), a cutscene will fill you in on the situation between Balthazar and Melissan. It appears that Balthazar has decided to murder Melissan. Viewing this yields 4,000 Experience. With that, Abazigal leaves the world and you are teleported back up to the Pocket Plane for another lesson from the Planetar. This time, you're filled in on the purpose of the Five, and what you will have to do to finally end the prophecy (for 10,000 Experience). Once it's over, you'll be teleported back to Abazigal's cave to grab any loot, and then you can take the portal back to the surface of Abazigal's enclave. You will then encounter Elminster, who will provide information of how to find Balthazar.

08 The Fourth Challenge

• Once you return to the Pocket Plane, take the next challenge. This time, Cyric, the god who has taken over for Bhaal in his stead, decides to have a candid moment with you. After revealing much about godly politics and the way things work up in the high heavens, he decides to challenge you—what else is new? This quest gains you 30,000 Experience for your main character and 25,000 for the other party members.



08a Favored of Cyric, Assassin

HP: 140
XP: 25,000

Noteworthy Items
- Greenstone Amulet

• The Fourth Challenge has you pitted against three Favored of Cyric. Checking in as 25th level Assassins, these Favored could be a serious problem. Fortunately, Cyric gives you a few moments to prepare before he brings in these baddies. In that time, you'll have enough of a chance to summon elementals, get up Stone Skin, and position your party in perfect order. With the Favored of Cyric being melee Fighters, you can have your summoned creatures take the attack, while hitting them yourself from long range.

Balthazar

01 Return to Amkethran

• After resting as long as needed in the Pocket Plane, head back down to Earth and rendezvous with your destiny. When you arrive back in Amkethran, all of the militia will be hostile towards you, and it is extremely difficult to get through the city by fighting or by fleeing. The easiest way we've found was through judicious use of Mass Invisibility. Cast that, make sure your party AI is off, and you will be free to traipse around the city as needed.

02 Breaking into the Monastery

• The ultimate goal here, of course, is to kill Balthazar. In order to do that, you'll need to get inside his locked and gated Monastery. There are two options to get in, both quite simple:

Option 1 Barkeep

• If you question the barkeep in the tavern once more about entry, he will recommend you seek out Faheen and Majira, a couple living in the town right now. Considering there are all of three habitable houses in the city, by process of elimination, Faheen and Majira live right next door to our old friend Marlowe. Go seek them out and talk to Faheen.

• Faheen—who's quite hospitable, unlike his lady—will let you know that his goal is the death of Balthazar. If you let him in on your plan to kill him too, he'll give you the key you need to access the Monastery through the graveyard. Take it and head to the graveyard, but make sure you have that Mass Invisibility up.
• At the graveyard, head into the upper center door (see screenshot). Upon entry, you'll be taken right to Balthazar.

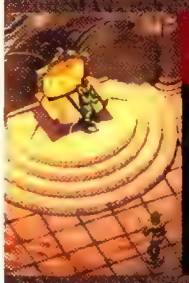
Option 2 Saemon

• Of course, you can also seek out your old friend Saemon. If you tell him you'd like to get into the Monastery, he explains that he'd gladly "help." Of course, Saemon is actually trying to turn you in to Balthazar, but it makes little difference in the long run.
• Once embarking with Saemon, you will find yourself right at the feet of Balthazar—so let the fun begin.

03 Balthazar

• When you reach Balthazar, you will gain 4,000 Experience for each party member. Now, Balthazar reveals that he is in fact not planning to take the Throne of Bhaal for himself, but was really trying to betray his comrades in the Five. Unfortunately, it makes little difference for you, as Balthazar is set on killing all Bhaalspawn anyway. As usual, a fight will ensue.

03a Balthazar, Monk



HP: 280
XP: 40,000

Noteworthy Items
• none

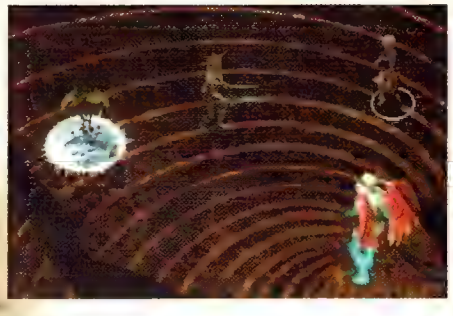
• Balthazar is not hard, but he is time-consuming. Having 280 HP, he takes a long while to kill, and as such, you must concentrate on him and him alone. Ignore his Elite Guards (145 HP, 18th Level Monks) and deal damage only to Balthazar as much as possible. Once Balthazar falls, you're teleported up to your Pocket Plane and the battle ends, so why work harder than you need to? Balthazar has plenty of special abilities, including Regeneration, and the best way to counter this is, again, to just attack him. Hit him with melee enough, and you'll interrupt his attacks. As usual, it is imperative that you use Haste in battle.

04 Learning

• After Balthazar, the Planetar will summon you back to the Pocket Plane for more learning (10,000 Experience). The teacher is Melissan herself—and, this time, all is revealed. It turns out that Melissan has, in fact, masterminded the entire operation, with the whole show being an attempt to turn herself into the next goddess of murder. Melissan reveals that she was the High Priest of Bhaal, and that she has been trying to capture all of the Bhaal essence for herself. She challenges you to a fight, and, though the Planetar intervenes, it is obvious that, in the near future, this is the true final challenge.

05 The Fifth Challenge

• The fifth challenge is very compact and abrupt. This time, the enemy is the Ravager, and he doesn't have much to say. The fight begins immediately against the Ravager and his six Bone Blade companions (50 HP).



05a Ravager

HP: 534
XP: 50,000

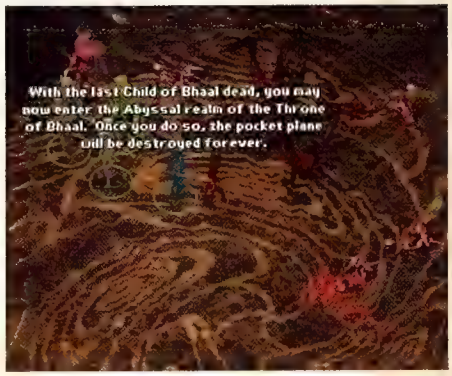
Noteworthy Items
• none

• The Ravager is tough. He has a lot of hit points, a high magic resistance, and friends. What more could you want? The easiest way to work on the Ravager is to do what you did to Balthazar: Hit him fast and hard with the melee, and Summon elementals as needed to absorb the oncoming creatures, as well as to do extra damage. Have a Cleric ready with Mass Cure to do a quick cure to the whole group, and keep your casters' defenses up as always with a Mirror Image and a Stone Skin.

• Upon completion of the challenge, your main character will gain 30,000 Experience, and the rest of the group will gain 25,000 XP each.

06 The End of the Pocket Plane

• After you have finished your challenges, the Pocket Plane will close forever. Once you have rested and gotten everything you need from Cespenar, head out and meet your destiny. (You have to wonder where Cespenar will go when the Pocket Plane closes—we hope he doesn't die.)


With the last Child of Bhaal dead, you may
now enter the Abyssal realm of the Throne
of Bhaal. Once you do so, the pocket plane
will be destroyed forever.

CHAPTER 10

Abyssal Plane

01 Melissan Fight One

• Melissan will greet you with a nice fight in which she will be accompanied by a couple of companions. Be careful not to use all your resources, though, as you will be facing Melissan three more times—try and save the best for last. Each time she's a little more powerful, summons more allies and is always at full health. Damage spells will almost be useless here, as everything is pretty much immune to magic, even Melissan's allies. If you have a thief that can set traps, then set them where you first encounter Melissan. She will always appear there (south of the main platform). Remember, though, not to use them all. Once you defeat her the first time, she will retreat for more energy. See the last Melissan attack entry for an in-depth look at Melissan and her combat.

02 Yan-C-Bin

• In order to stop Melissan from gaining more power, simply head to the west and defeat Yan-C-Bin. As an Elemental Prince, Yan-C-Bin is exactly the same as Ogremoch.

02a Yan-C-Bin, Air Elemental Prince

HP: 170
XP: 56,000

Noteworthy Items
• none

• Yan-C-Bin is really rather a pushover. As an Elemental Prince, he is exactly as good as the other Elemental Princes your Druid can summon for herself. Yan-C-Bin has nothing going for him except the greater air elementals and vampire wraiths he appears with, and his fierce hand-to-hand attacks. Rush him fast, hit him hard, and he won't put up much of a fight. Don't bother using magic, as he'll resist most of it, and you do more damage by swinging at him. With this, Yan should be done in less than two seconds flat.

03 Melissan Fight Two

• Melissan, outraged at you pulling the plug, is out for another battle. This time Melissan will do a little spin kick and knock your party back, giving her time to cast her Time Stop. She will then attack either melee or cast some big spells—and either is devastating. She will continuously summon creatures to aid her: Meriliths, Balors, Glaberzus, Bone Fiends, Death Tyrants, and Slayer Shadows. She summons these about once every round although, the time gets shorted as time goes on. Proceed to perfect your Melissan squashing techniques, because there are a couple fights left with her. She will again retreat.

04 Cryonax

• One more time, you must stop the flow of power to Melissan—this time, it's against an Ice Elemental Prince.

04a Cryonax, Ice Elemental Prince

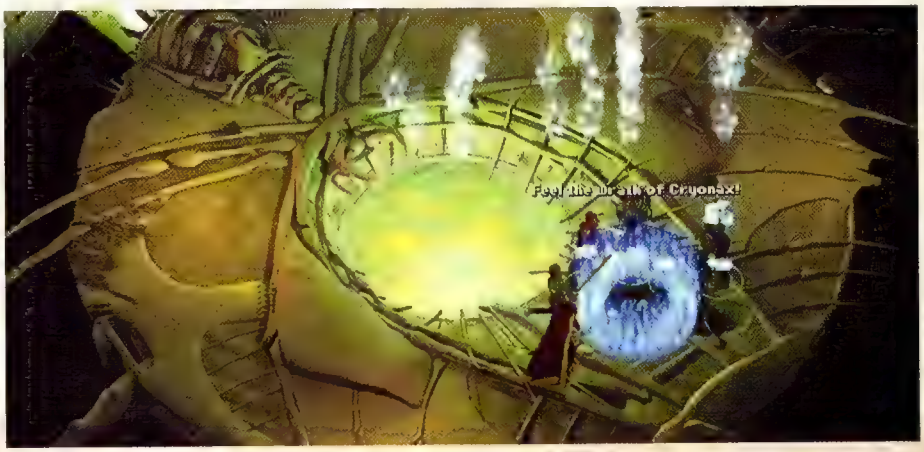
HP: 180
XP: 56,000

Noteworthy Items
• none

• Cryonax has Ice Trolls and Ice Salamanders as allies. See the notes on Yan-C-Bin.

05 Melissan Fight Three

• Yes, Melissan is back yet again. This battle is sometimes considered the toughest. At the beginning she will summon four Slayer Shadows to surround your party. Then she teleports to the other side of the area, where she is free to cast her spells while you're held up. Dispatch her again through fighting and potions, as well as through the summoning of elementals. Hold on, because there's only a little bit left.



06 Fallen Solar

• Melissan retreats, and, for the last time, you must stop her power flow.

06a Fallen Solar

HP: 177
XP: 32,000

Noteworthy Items
• none

• The Fallen Solar is accompanied by two Mariliths, a Succubus, and an Alou Fiend. Working in much the same way as the elementals, the Fallen Solar can be killed forthright by simply not dawdling. The Fallen Solar has its ranged weapon out when it first sees you, which can be quite difficult. Her arrows can slay on a hit as per a Vorpal Sword, so if you can start attacking it before it gets its melee weapon out, then you'll be in good shape. Its AC is not particularly low, so you should have no problem taking this one out.

07 Melissan Fight Four

• Now, Melissan gets personal and vows that to the victor will go the spoils. Finally, Melissan is willing to gamble and jack up the stakes. She will summon powerful allies, such as Illithid and Beholders—so it's important that you throw at her everything you have left. Keep your attacks on Melissan and kill her as fast as possible. The faster she falls, the fewer friends she brings, and the less damage you take. Stay on her, and the fight with all of the remaining enemies will soon be over.

08 End

• Upon killing Melissan, the Planetar will reappear and give you a choice. We're sure a lot of you have already guessed what it will be, but from here on out, it's a true role-playing decision. There are no rights or wrongs—just your character. With your decision, we finally come to the end of one of the most prolific and inspired role-playing games in recent memory. Enjoy!

07a Demigod

HP: 250
XP: N/A

Noteworthy Items
• none

• First and foremost, don't bother using magic on Melissan. With a 90 percent Resistance to Magic, only repeated castings of spells that lower magic resistance will accomplish anything. Since you'll face Melissan a total of four times, it is impossible to use the best spells in each battle. Instead of trying to hit her with spells, focus on shielding yourself. Melissan's AC (of -8) is considerably higher (or worse) than most other high-level bosses you have fought so far.
So, as you did with Balthazar and the Ravager, hit her fast and hit her hard, and feel free to use as many potions as needed. Besides, you won't need them after this.

THE OPTIONAL WALKTHROUGH: WATCHER'S KEEP

The Grove
The Marching Mountains
Saradush
The Forest of Mir
North Forest
Siege Camp
Sendai's Enclave
The Oasis
Amkethran
Abazigal's Enclave

The Keep

Optional Quest

Watcher's Keep can be played at any time during either *Shadows of Amn*, the *Throne of Bhaal* expansion, or not at all. If you decide to play through this side quest, please refer to this section.

• Well, this looks like a rather tall building, doesn't it? Your tour guide, Odren, will be waiting for you when you first enter this area, ready and waiting to tell you what the deal with the mysterious Watcher's Keep is. To summarize: An ancient evil is imprisoned deep within the Keep. Your mission, if you choose to accept it, is to travel down through the five levels, find the Imprisoned One, and replenish the weakening seals that have kept it locked in its oubliette for millennia. Sounds like fun, doesn't it?

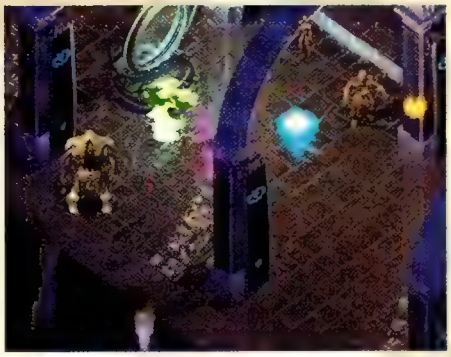
• Once you're on top of the Keep, you can pester Odren and Brother Pol for more info, or check with Sister Garlena to get access to her stash of items. When you're ready to delve into the Keep, just stroll into the egg-shaped door, and down you go.

KEY ITEMS TO ACQUIRE

Quest Based Item
Valuable Magic Item

	Item	Location
A	250 Gold	In cabinet
	Wand of Sleep	In cabinet
	Paladin's Bracers	In chest
B	Tattered Parchment 1	In chest
	2000 Gold	In chest
	Golem Manual	In bookshelf
	Tattered Parchment 2	In bookshelf
	Handwritten Note	In bookshelf
C	Crimson Dart +3	In chest
	History of the Imprisoned One	In chest
	Chain Mail +2	In chest
	Case Of Plenty +1	In bookshelf
	Bell	In bookshelf
D	Wand of the Heavens	In cabinet
	Candle	In chest
E	Wardstone	On bookshelf
F	Wardstone	In cabinet
	Small Shield +2	In cabinet
	Tattered Parchment 3	On bookshelf
G	Key	In cabinet
	King's Tears x1	In cabinet
	Handwritten Note	On desk
H	Tinderbox	Behind statue
	Ammo Belt	Behind statue
	Handwritten Note	On desk
	Handwritten Note	In cabinet
	Quiver of Plenty +1	In cabinet
	Old Slippers	On bookshelf
I	Usuno's Blade +4	Statue's body
	Large Shield +2	Statue's body
	Long Bow +3	Statue's body
	Dagger +3	Statue's body
	Foebane +3	Statue's body
	Halberd +2	Statue's body
J	Handwritten Note	Inside wall statue

01 The Archivist's Level



• Welcome to the official haunted house level of the Keep; it's filled with friendly ghosts and not-so-friendly foes, including a few Shades that are waiting for you if you head out the large doors leading into the main chamber. You can go ahead and fight them if you wish, but you might want to head off to the left and just deal with them later on, when you can actually attack them from behind. Sneaky!

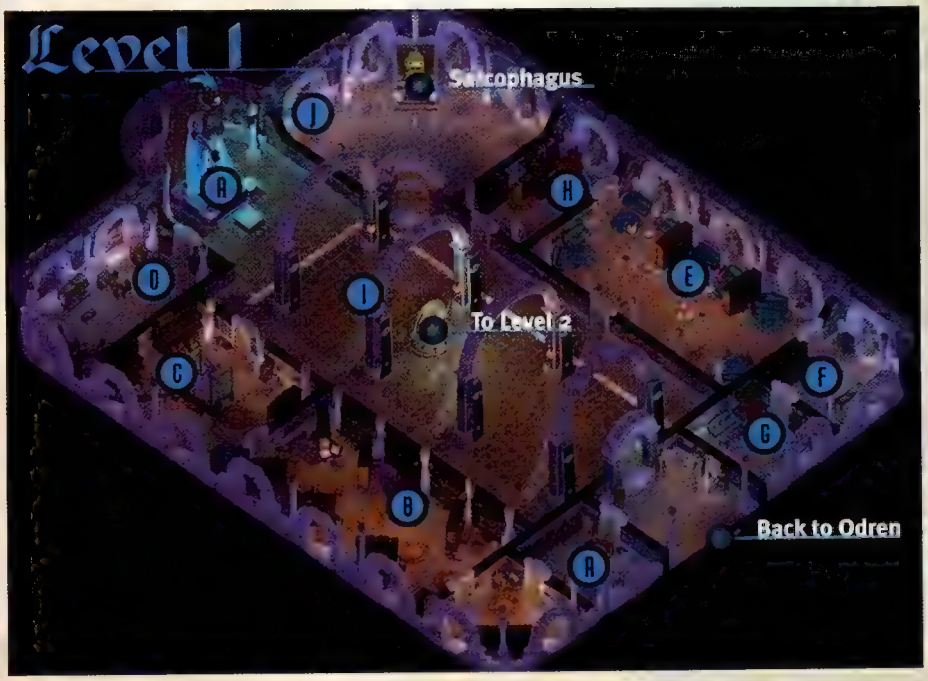
• For now, head off through the door to the southwest and through the series of small rooms leading clockwise around the level. You won't be facing off against much serious competition—at least, not yet. When you pass through the library, be sure to check the shelves for Tattered Parchments; you'll need these to figure out a puzzle at the end of the level. (We, of course, will reveal all when the time comes, so you can leave these be if you just want to get on with it.) Similarly, the Handwritten Notes that are lying about will come in useful later on in the Keep, so you might want to stuff these into a Bag of Holding.

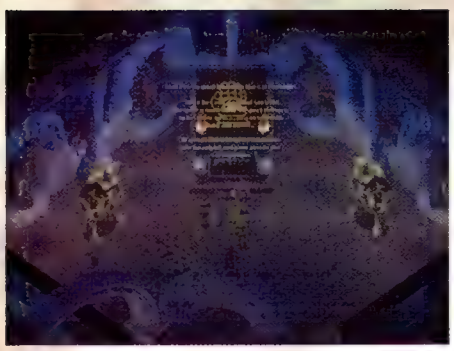
• Once you enter the room with the strange glass-enclosed statue, pause for a bit and search the (trapped) bookshelves. There are a variety of useful items in this room, but the one you'll really need is the Bell.

• From the statue room, head out into the main hall. Now it's time to deal with those Shades that you chose not to attack earlier. They're residing in the far end of the hall, near the doors leading to the foyer of this level, but you don't even really need to get close to them if you don't want to; just cast your summoning spells and send the monsters down. Of course, this tactic won't work if you're using weak summoning spells, but a high-level spell—such as Elemental Summoning or Mordenkainen's Sword—will serve the purpose quite nicely. At the very least, summon in a few animals to give the Shades something to target while your fighters run in and engage in mortal combat.

• Once you've taken care of the Shades, head to the northern end of the hall and check out the altar there. There's nothing you can currently do with it (and be sure you leave the Holy Book where it is), but you can head into the western room to find yourself in the kitchen...with a half-dozen Mustard Jellies waiting to assail you with gunk. You should be familiar with these things by now—stay away or they'll give you some nasty diseases. It's a bit difficult to get a spell-caster in position to summon a monster into the room without putting him or herself in harm's way, so your best bet might be to send in the Clouds, so to speak. An Incendiary Cloud or Death Fog spell will remove your fungus problem, allowing you to step into the kitchen to retrieve the Candle from its storage place in the chest by the fireplace.

• The next stop on your whirlwind tour of this level is in the rooms to the southeast. There are two entrances to this area; take the left door to enter a small bedroom. Search around, but be sure to check for traps first. You'll find the Old Slippers in the wardrobe here, and the Tinderbox





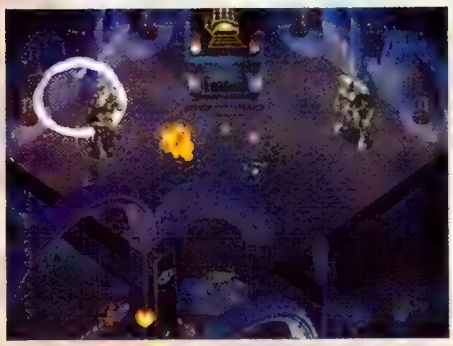
in behind the statue on the wall.

• Now, head to the south to find the library, complete with a Spider collection. Once you defeat the arachnids, look on the shelves for the first Wardstone you'll need. When you move on to the room below the library, you'll discover the second Wardstone and the final Tattered Scroll. The very last room in this wing of the level will contain an all-important Key. Once you've finally collected all of the various widgets you need, return to the main hall.

• Now that you have the Tinderbox, you can light the fire in the kitchen. Do so, and a ghostly apparition will appear, with a few words to say about an elderly priest that has become slightly senile in his old age. You'll earn 4,000 XP per character just for letting the ghost sit by the fire. Head to the large wooden doors in the northern corner of the level to encounter this strange old crone.

• Once you're inside the room, you'll notice the two Guardian Golems waiting patiently by the Priest's coffin. Luckily, the two Wardstones you picked up earlier will deactivate them, so don't worry about them just yet; check out the sarcophagus first. The old priest in the coffin, as it turns out, is actually a rather cranky old Lich. As the ghost in the kitchen told you, he can be downright rude if you don't bring him his favorite footwear in the morning, a fact you'll discover in short order if you happen to open the sarcophagus without having the Old Slippers in your inventory. Luckily for you, of course, you have the Old Slippers, and so the Lich will actually be fairly genial—considering he's an undead abomination. He won't attack you, and will in fact let you peek into his sarcophagus to discern what verse from the book you'll need to quote. You'll get 20,000 XP per character for giving the Priest his Slippers, and 8,000 XP per character for checking out the sarcophagus.

• If, on the other hand, you don't have the slippers or refuse to give them to him, you'll have to kill the Priest before you can look in his sarcophagus. He's not nearly as difficult as an ordinary Lich, though; he doesn't attempt to cast spell or weapon protections on himself, for instance. Pursuing this route will only gain you the normal 22,000 XP for the whole party, plus the bonus experience for checking out the sarcophagus.



• Now, before you head out the door, you can have a little fun with the Golems in the room if you wish. Since you have the Wardstones, they're essentially prevented from attacking you, even if you start to beat them up. Equip some blunt weapons and take them both out for 26,000 XP.

Now that you have the Bell and the Candle, and know which verse to read from the Book, head to the altar and place all three of the required artifacts into it. As soon as all three items are inside, some of the statues nearby will come alive—in a completely not unexpected surprise! They act much like regular characters of their class, and their stone skin doesn't appear to offer them much protection from attacks, so treat them just as you would a flesh-and-blood enemy. Once the initial vanguard of statues goes down, you can complete the ceremony. You'll need to know the precise order of the ritual, of course, because if you accidentally select the wrong choice, you'll take 25 damage and have to start the ceremony over again. You can interpret the correct ritual sequence from the various Tattered Scrolls you found across the level, or you can just look here:

Ritual Sequence

1 Bell	4 Book
2 Bell	5 Bell
3 Candle	

• Completing the ceremony will net you 25,000 XP per character, and will open the portal to the second level of the keep, but it will also have the side effect of animating all of the remaining statues in the hall, so you'd best prepare for battle ahead of time. One of the Mage statues will Death Spell any summoned creatures you have early in the battle, so you might want to spread them out a bit. Once all of the statues are smashed, pick up the loot (there are some nice items, too - check the Key Items chart) and head on to Level 2.

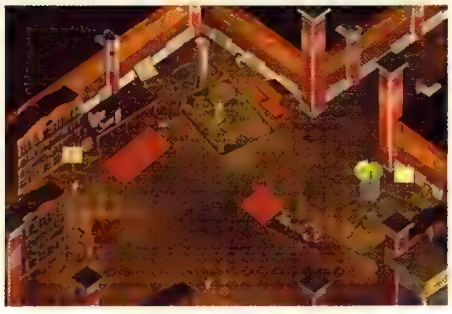
KEY ITEMS TO ACQUIRE

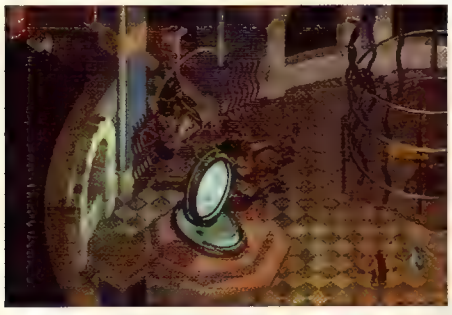
Quest Based Item
Valuable Magic Item

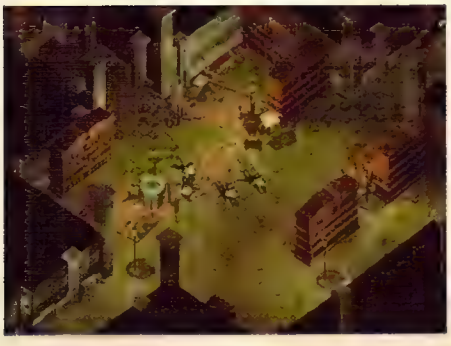
	Item	Location
A	Handwritten Note	On desk
	Wand of Cursing	In stove
	Fire Library Note	In stove
B	Air Scepter	Body of Invisible Stalker
C	Air Library Note	On bookshelf
	Handwritten Note	On bookshelf
D	Slime Library Note	On bookshelf
	Slime Door Key	On bookshelf
E	Slime Scepter	Body of Giant Snake
	Flail Head (Poison)	Slime Pool
F	Ice Scepter	Body of Ice Golem
	Left Horn	Body of Ice Golem
G	Ice Library Note	On Desk
	Right Horn	On Desk
	Star Sapphire	On bookshelf
	Wand Of Spell	On bookshelf
	Striking	On bookshelf
	Handwritten Note	On bookshelf
H	Fire Scepter	Body of Fire Giant
	Potion of Fire	Lava Pool
	Resistance x3	Lava Pool
	Helm of the Rock	Body of Fire Giant
I	Portal Key	Body of Demon
	Ixil's Spike	Body of Demon
	Circlet of Netheril	Body of Demon

02 Elemental Level

• The elemental level—a true staple of any true dungeon crawl. This level is even symmetrical, with two rooms allotted to each of four elements. But the first room you'll enter is the core area, the central hub that links all of the rooms together. As soon as you arrive, you'll be accosted by a shapeshifting demon that asks you to free it from its prison. In return, it promises to unlock the warp to the third level of the dungeon. You'll have to play along if you want to proceed further into the dungeon, so listen to what it has to say.

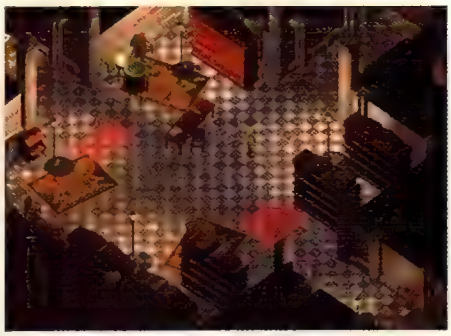






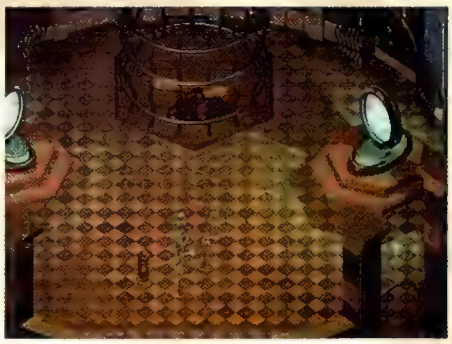
• Head off to to the northwest first, to enter the Fire Library. You'll find that each of the four wizards' rooms are heavily trapped, so always head in with your Thief first—after you clear the monsters out, of course. Once you've killed the Fire Giants, do a thorough search of the room, but be sure to get the Fire Library Note hidden in the stove. There is one of these notes for each library on this level; you can read them to gain hints as to how to get all four of the Scepters that you need to unlock the demon from its cell.

• From the Fire Library, head to the northeast and into the Air Room. Just as with the libraries, there are four different elemental rooms, each containing themed enemies and environmental conditions. Here in the Air Room, you'll need to activate the giant fan that dominates that back wall, by manipulating the control switch in the center of the room. Once you do, lots of pretty little sparks will start flying from the electric wires, and a group of Air Elementals will appear. Go ahead and slaughter them, and be on the lookout for a Guardian of Air; it possesses the Air Scepter that you'll need. Once you have the Air Scepter, click on the control panel again to kick the fans into high gear. Before you leave the area, open the door to the southeast. You can head through to the Air Library through this hall or backtrack to the central room and enter from there.



• Whichever route you take, clear the Golems out of the Air Library and ransack the place to find the Air Library Note. Your Air Scepter will unlock the door in the southeast that leads to the Slime Room, but you're not going to want to head in there yet, because there's a poisonous cloud billowing through the room. Just settle on opening the door for now, then go back to the main chamber of the level.

• Now, proceed into the Slime Library to the southeast. Search for—you guessed it—a Slime Library Note. There's also a Key on a bookshelf here; grab it and open the door to the northeast. This is the other entrance to the Slime Room, and since you have both of the doors open now, the noxious cloud will be blown away into the Slime Library. (Be sure none of your characters are in there!) Now that the cloud is blown away, you can kill off all of the little slime creatures.



Predictably enough, most of them will be capable of poisoning you, so keep a Cleric standing by with Slow Poison.

• There's a Giant Snake in the room that will be holding the Slime Scepter. Grab it, and be sure to check the pool in the middle

02a Chromatic Demon

HP: 140
XP: 55,000

Noteworthy Items
- Portal Key
- Ixil's Spike
- Circlet of Netheril

The Chromatic Demon is a bit of a powerhouse, with extremely powerful hand attacks and a ton of resistance to magic and physical resistance as well. His skin is so thick that your successful hits will only do two or three damage. Fortunately, he does have a weakness. Each of his forms is susceptible to damage from an opposing type of damage: his ice form is weak to fire damage, such as from Flame Arrow; the red demonic form is susceptible to cold damage; the air elemental shape is vulnerable to acid or poison damage; and the slime form, which resembles a Shambling Mound, is weak against lightning damage. The creature regenerates very quickly, so you're going to need to take advantage of these weaknesses if you want to deal enough damage to kill it.

of the room for the Flail Head (Poison), one of the five heads of the Flail of Ages. If you've got this weapon equipped, you might want to take the time to warp back to the Pocket Plane and have Cespenar upgrade it to the more powerful version. Every little bit helps...

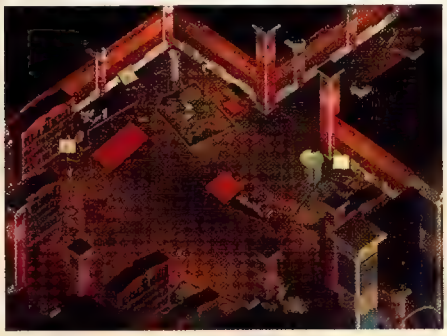
• At this point, you're halfway done with this level. Keeping both of the doors leading to the Poison Room open, walk through the gas cloud in the Poison Library and open the door leading to the Ice Room. Once you've done so, the poison cloud will float down to the Ice Room, weakening the creatures in there enough for you to actually harm them. Send in your fighters to take out the Ice Mists and the Ice Golem, with your spellcasters providing backup in the form of Flame Arrows. Once the Ice Golem is dead, pick up the Ice Scepter, then proceed to the northwest, into the Ice Library.

• Yet another library; yet another Library Note. You don't need to dilly-dally around in here; if you've actually been reading these notes, you'll know that you need to lure off the Fire Giant's guardians that are waiting in the Fire Room to the northwest. Open the doors to the fourth and final elemental room, and, upon entering the room, you will encounter a Fire Giant and Fire Elementals which will spawn in periodically. The Giant is invulnerable as long as the Elementals are still kicking, so you're going to have to lead a total of four of them into the Ice Room, where they'll automatically be destroyed.

• Once all of the Elementals are destroyed, go back to the Fire Room and kill the Giant, who will drop the fourth and final Scepter for you. Now you have the complete set—but don't run to eBay yet. You're going to need to use them on the demon's cage in the middle of the level.

• In a shocking twist, the demon will actually attack you when you set it free! Read your Library Notes for hints on dealing with him; the first paragraph of each note deals with one of the demon's four forms. Once he's defeated, pick up the loot that he drops and head on down to the next level.

There is plenty more loot to find in these libraries if you search them. We simply concentrated on the required or unique items in each one.



03 The Maze

• Get ready for some fun, exciting adventures in yet another staple of the dungeon crawl: the maze (see pages 68–73). This one isn't so bad, really, since you get instructions through the maze before you even start exploring. Just so you know the ground rules: No matter which way you leave a room, you'll always enter the next room from the northern entrance. Also, if you attempt to turn around and return to a previous area through the northern entrance of a room, you generally won't wind up in the room you just left. Though there is some rhyme and reason to the way the maze works, you'll need to know the single specific route through the maze in order to take advantage of it. Read on and discover the arcane secrets of the Yakman.

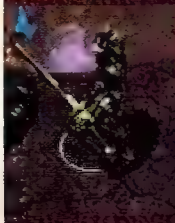
• In the very first room of the level, you'll encounter Yakman, a rather confused elf who believes your party to be demons in disguise. He'll run off into the room to the south when you approach. Follow him through the teleport. (Note: Take a look at the compass rose on the floor of the first room, where north is actually northwest, east is actually northeast, and so on. We'll be referring to these compass directions for the duration of this level for the sake of consistency.)

• Yakman is obviously a little messed up in the head, but, luckily, you have advanced healing spells at your disposal. If you cast a full Heal spell on him, he'll come around, and each of your characters will each receive 5,000 XP. Check the area for the Scepter of Radiance, which is your key to getting out of this awful maze, and the Madman's Journal, which will tell you where to go. You can read it right away if you want; it'll give you pretty explicit directions about which direction to take through the maze, assuming you know in which direction the sun rises and sets. (Hint: It rises in the east and sets in the west.) Regardless of whether you can interpret the journal correctly or not, follow our directions and you'll do fine.

• Head out of Yakman's room through the north entrance, and you'll wind up back at the first room of the level. Exit from here to the east, and you'll encounter a Balor that's hacking up three Cornugons. Kill them, then exit this room to the east.

• Now we're getting somewhere. When you pop into your next destination, you'll be facing off against a small squad of Tanar'ri. Their leader, Tahazzar, will offer you a

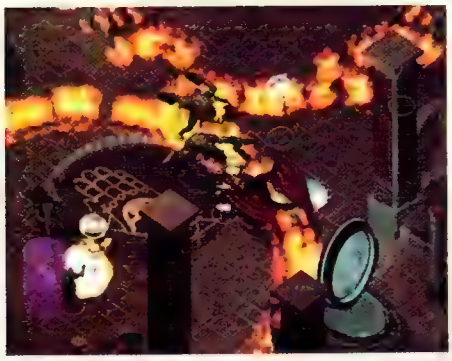
03a Aesgareth



HP: 150
XP: 15,000

Noteworthy Items
- Scepter Gem
- Deck of Many Things
- Chain Mail +3
- Two-Handed Sword +2

Aesgareth isn't so hard once you take out his Tiefling henchmen, although he can attack swiftly and will punish any melee fighter that gets too close. Killing him, however, is the only way to get the Deck of Many Things, and we think you'll find the benefit more than outweighs the risk. For more info on what the Deck of Many Things does, check the Master Item List in the Appendices.



proposition: If you bring him the heart of his Baatezu rival, Ka'Rashur, he'll give you a magical item, as well as one of the three Scepter Gems you need to reactivate the Scepter of Radiance. Here are a few options:

Option 1 Kill Ka'Rashur

Accept Tahazzar's offer, kill Ka'Rashur, and return the heart to Tahazzar. If you choose this method, travel south for three screens until you reach the Baatezu army. They'll attack you right away, so you'll need to be locked and cocked before you get squashed. The Baatezu are not as magic-oriented as the Tanar'ri are, so this is generally a safer battle than if you take option two. Once all of the enemies are dead, find Ka'Rashur's heart, and be sure to get the Scepter Gem off of his body as well. Now, head through the north exits three times and you'll be back at the beginning of the maze. Head east, then east again, and you'll be back at Tahazzar, who will reward you for your job well done with 20,000 XP per character, the second Scepter Gem, and the Thieves' Hood. (Note: You can kill this party now, if you want to try and earn the extra experience.)

Option 2 Kill Tahazzer

Decline his offer, kill him, and deliver Tahazzar's heart to Ka'Rashur. A slightly harder alternative, this is made difficult due to the fact that the Tanar'ri are really hard to beat. Most of their characters can cast spells, with the Quasits being especially bad, since they are capable of going invisible at will and can cast a huge number of spells. Tahazzar can summon in more Tanar'ri fighters from time to time, so you should definitely concentrate on him first. Once you bring his heart to Ka'Rashur, you'll gain 20,000 XP per character, the second Scepter Gem, and the Thieves' Hood.

Option 3 Kill everyone

For the most fun version of all, decline his offer, kill him, and kill Ka'Rashur, too. Needless to say, you'll get both Scepter Gems from this method, but you'll miss out on the Thieves' Hood and the experience bonus for doing it quest-style.

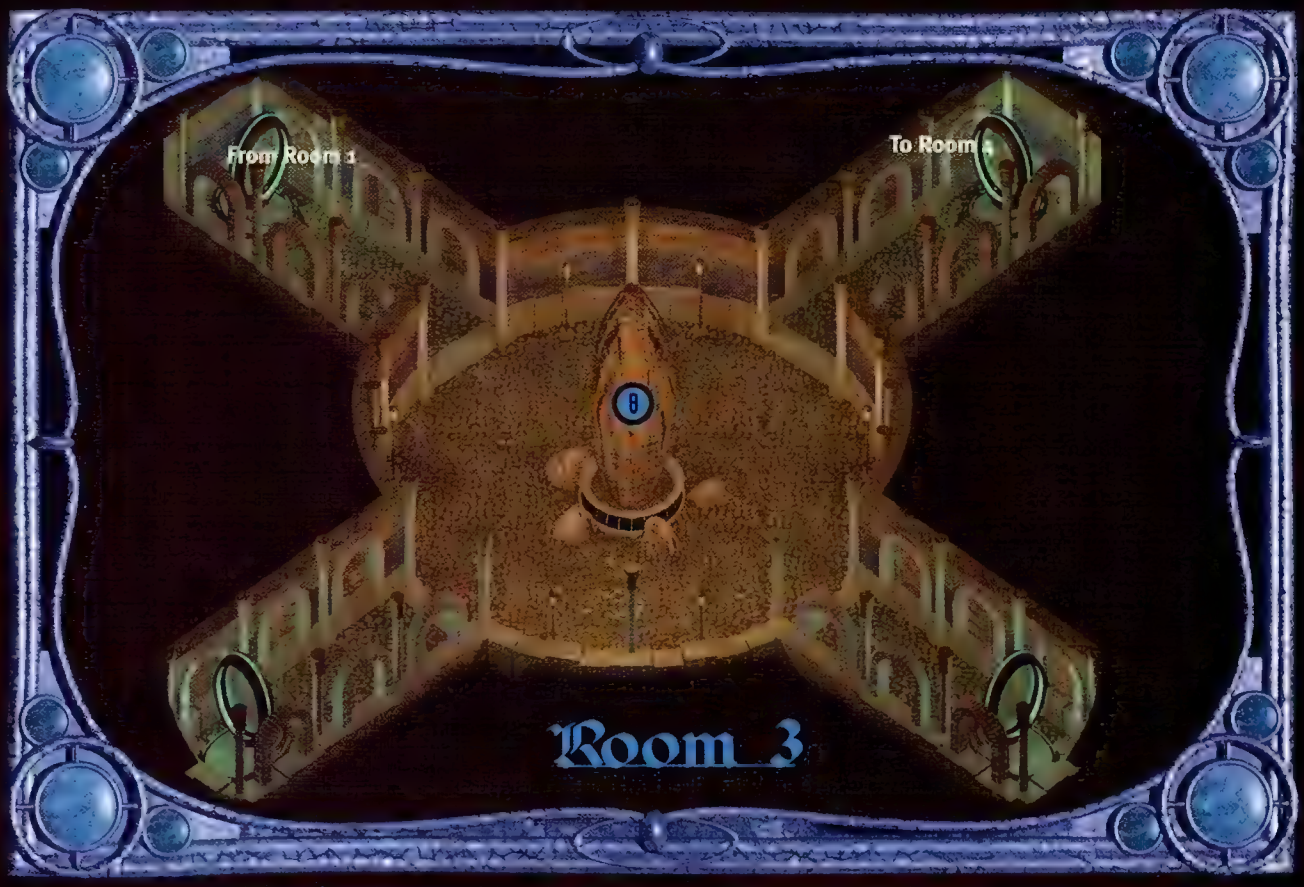
- Regardless of what you choose, you'll need to keep moving south. From the Tanar'ri room, you'll wind up in a smaller room with a Baatezu scouting party. While the enemies themselves won't be too difficult, the floor of the chamber has a few traps scattered about, so be cautious.
- Heading south again, you'll run across a hoard of Succubi and Alu Fiends, and they really, really want to make out with you—even if you're a girl! Of course, that would probably wind up killing you, so you'll want to decline their offer, then make a rather hasty counter-offer. Kill them all and move on to the south.
- The next room is the aforementioned Baatezu hideout. If you have to kill them, then proceed as planned, but try to walk in with Chant and Remove Fear on your party, as these guys can be rough if you're unprepared. If your Fighters can take the brunt of the beating, have your spellcasters summon in a few helpers from the back row. Once everything's dead, proceed to the south for the last time.
- There are yet more Glabrezu waiting for you here, and these will be able to summon in Fire Elementals at will, so hurry up and take them all down as soon as possible. From this room, you're going to need to leave to the west.
- Now you have a near-straight shot at the exit, because you need to head north three times from the room that you're in. Can you guess where you enter each room? That's right...from the north portal. Just click on the northern portal until you wind up in the in the final cavern with the Cambion. If you actually want to explore the rooms a bit, you'll face a couple of minor battles before you head off against a Devil Wraith and a group of Slave Wraiths. The Devil Wraith is a powerful spellcaster, with access to spells like Time Stop and Symbol: Stun, but he's really not so bad to beat if you manage to surround him and start pounding away. The most frustrating part of this battle occurs when one of your characters panics—there are traps all over the floor, and any character that goes berserk will continually set them off until everyone's dead. Remove Fear; is there anything it can't do?
- Regardless of how you get there, you'll wind up in the Cambion's Cavern sooner or later. Don't panic yet; Aesgareth is actually fairly friendly! Considering that he—along with the rest of his extra-planar friends—has been stuck in this little cave for a while, we'd say his spirits are remarkably high.
- Here's the deal: Aesgareth has the final Scepter Gem, but he wants to play a little gambling game with you, if you want to win it from him. You can either gamble some of your Experience, a chunk of permanent Hit Points (not recommended), or the Vigil Stone. If you want the Spectral Brand or the Scroll of Wish that the Cambion is offering up for stakes, you'll want to quick save and try gambling until you wind up winning them both, without losing anything in the bargain. Each character will gain 25,000 XP for each successfully gambled item. The drawbacks to the gambling game are never permanent, unless you summon in a bunch of enemies and you die fighting them. If your character has a status change put on him, a simple Remove Curse spell should get him back on his feet.
- As for the final Scepter Gem, you can gamble on that as well, or you can simply kill Aesgareth and take it off of his body. If you gamble the Vigil Stone away, you'll get it back after Aesgareth uses it, so it's essentially a win-win situation. If, on the other hand, you're a bloodthirsty savage, we found that it was easiest to move your party all the way to the eastern end of the cavern, and then send a Mage in to cast an Incendiary Cloud on Aesgareth's party. They won't be able to lock on to you if you stay out of sight. Once the Tieflings bite it, your Fighters can come in and kick butt.

"Tanar'ri are even worse!"

The Maze

Solving The Maze

Step 1: Player starts in Room 1, exits south to 2.
Step 2: Player goes from Room 2 back to Room 1.
Step 3: Player goes east from Room 1 to 3.
Step 4: Player goes east from Room 3 to 4.
Step 5: South from 4 to 5.
Step 6: South from 5 to 6.
Step 7: South from 6 to 7.
Step 8: South from 7 to 8.
Step 9: West from 8 to 9.
Step 10: North from 9 to 10.
Step 11: North from 10 to 11.
Step 12: North from 11 to 12.
Step 13: Exit to Level 4.


From Room 1
To Room 4
B
Room 3

Trap!
From Room 3
C
To Room 5
Room 4

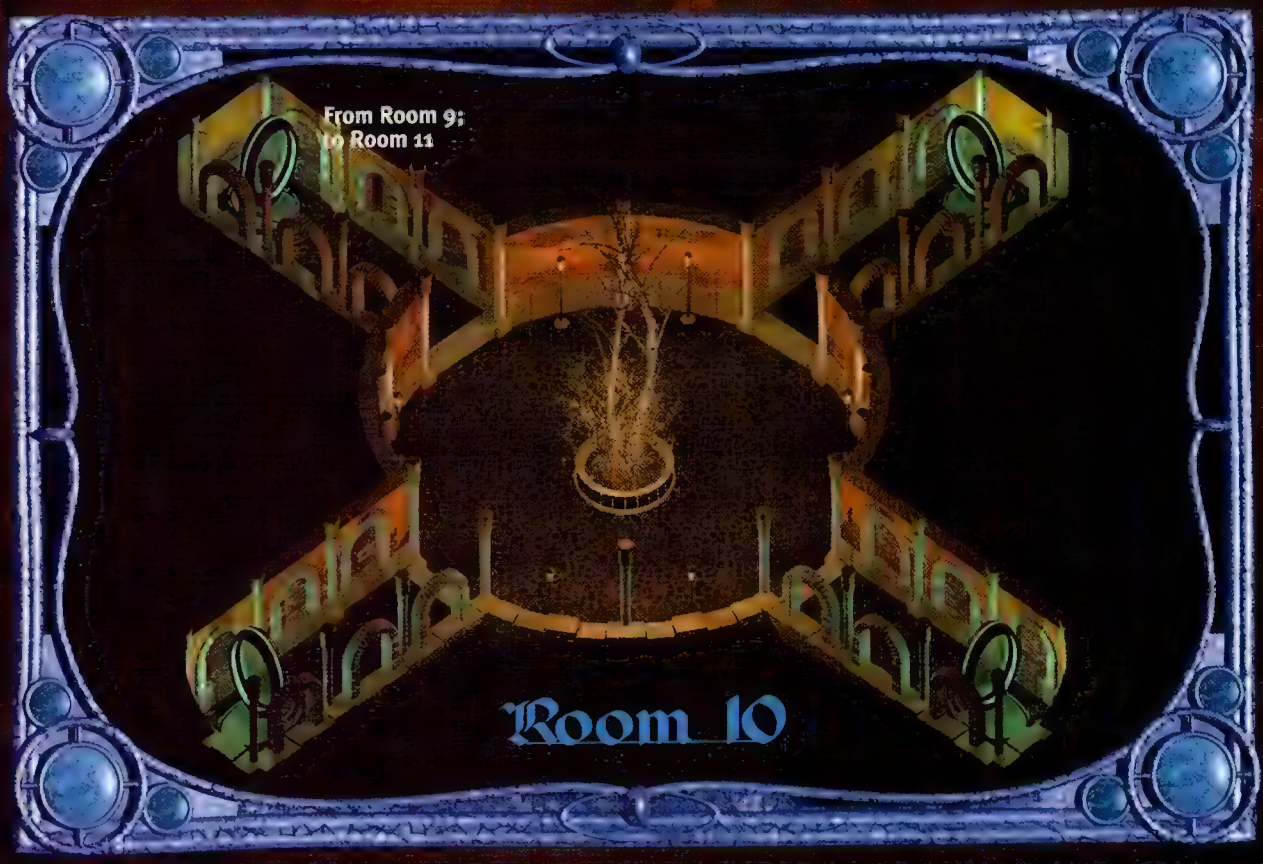
From Room 4
Trap!
Trap!
Trap!
Trap!
To Room 6
Room 5

From Room 5
To Room 7
Room 6

From Room 6
Trap!
To Room 8
Room 7

From Room 7
To Room 9
Room 8

From Room 8;
to Room 10
E
Room 9


From Room 9;
to Room 11
Room 10

KEY ITEMS TO ACQUIRE

Quest Based Item
Valuable Magic Item

	Item	Location
A	Bard's Gloves	On ground
	Madman's Journal	Tent
	Diamond	Tent
	Scepter of Radiance	Tent
	Studded Leather Armor +1	Tent
B	Purifier +4	Pillar of Stone, (Good-aligned only)
C	1,920 GP	Wall panel
	Arrows +3 x10	Wall panel
	Potion of Superior Healing x2	Wall panel
	Tahazzar's Heart	Tahazzar's body
	Scepter Gem	Tahazzar's body/ given by Tahazzar
D	450 GP	Wall panel
	Arrow +3 x10	Wall panel
	Star Sapphire	Wall panel
	Studded Leather Armor +2	Wall panel
	Ka'Rashur's Heart	Ka'Rashur's body
	Scepter Gem	Ka'Rashur's body/ given by Ka'Rashur
E	Cleric's Staff +3	Tiefling Mage body
	Wand of Spell Striking	Tiefling Mage body
F	White Dragon Scales	Lying on ground
G	Scepter Gem	Aesgareth
	Spectral Brand +4	Aesgareth
	Wish Scroll	Aesgareth
	Chain Mail +2	Aesgareth's body
	Two-Handed Sword +2	Aesgareth's body
	Deck of Many Things	Aesgareth's body

04 The Machine of Lum the Mad

• Before you have a chance to get your feet on the ground, you'll notice that you're only a few feet away from a skirmish between a group of Githyanki and Mind Flayers. Fortunately for you, a Balor will show up and run them off—now you get to meet Carston the Magnificent! You can listen to him for a bit, but he doesn't have much to say, and he will summon in enemies if you annoy him.

• From Carston, head southeast into the Githyanki bunker. This place, as you'll soon find out, is overrun with Githyanki. Kill the bunch in the first room, and find the Flint and Tinder in one of the chests. Proceed to the southwest, until you reach the room with the large dragon skull in it. The Githyanki Captain resides within. There's really no way to avoid killing them all—and besides, why would you want to? The Githyanki are not difficult foes, but the Captain can Smite your fighters, as per the

KEY ITEMS TO ACQUIRE

Quest Based Item

Valuable Magic Item

	Item	Location
A	Wand of the Heavens	In chest
	Adventurer's Robe	In chest
	Flint and Tinder	On table
B	Handwritten Note	On table
	Wand of Spell Striking	Body of Githyanki Captain
C	Diary of Carston's Apprentice	Body of Githyanki Captain
	Angurvadal +4	Mouth of dragon skull
	Montolio's Clasp	In purple pool
	Purple Oil	
D	Rogue Stone	Saladrex' body
	1,573 GP	Saladrex' body
	Staff of the Ram +4	Saladrex' body
E	20,000 GP	Body of the Demilich
	Dagger of the Star +4	Body of the Demilich

KEY ITEMS TO ACQUIRE

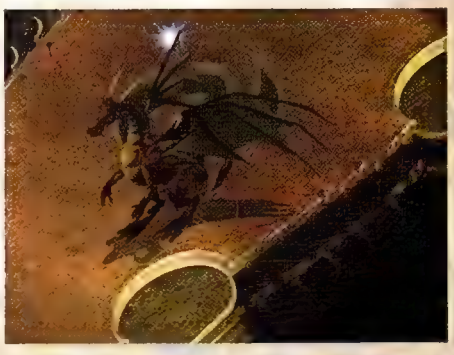
Quest Based Item
Valuable Magic Item

	Item	Location
F	Full Plate +1	In cabinet
	Antidote x10	In cabinet
	Normal weapons	Body of Demilich
G	Blue Oil	In pool
H	Wand of Magic Missiles	On table
I	Handwritten Note	On table
J	Wand of Magic Missiles	In cabinet
K	Illithid Rod 1	Ularithid body
L	Wand of Cursing	Floor stash
	Illithid Rod 2	Ularithid body
M	Red oil	Red pool
N	Axe of the Unyielding +3	Floor stash
	Battle Axe +3 x2	Red pool
	1,038 GP	Body of Rock
	Crystal Mallet	Body of Garock
		Safe
		Safe

High-Level Ability. Kill him, then take the mighty Angurvadal +4 and the Diary from his body. Also, be sure to grab the Purple Oil from the pool of purplish liquid near the dragon skull.

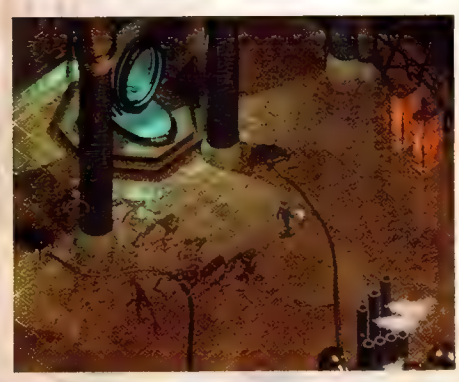
• If you think you're tough enough, you can take on the Demilich in the room to the southwest of the dragon skull. If you have a Berserker in your party, such as Korgan, you can use his Enrage ability to make him immune to Imprison, which is really the Demilich's killer spell. Combine that with a Runehammer, or even just a high-powered magical weapon, and you just might take the Demilich out after all! If you succeed, you'll gain 55,000 XP, the Dagger of the Star +4, and 20,000 GP.

• The last area here, to the southeast of the dragon skull, is the lair of another dragon, the mighty Saladrex. Fairly haughty, even for one of his species, Saladrex must be appeased and flattered if you expect to get



NOTE

See Key Items on pages 74–75 for all of the maps in this section.



any information out of him. Even then, the nuggets that he serves up are fairly remedial. Heck, you know what you want to do. You don't have to kill him, if you don't think you can handle it—but you know he deserves it, just for being a snot!

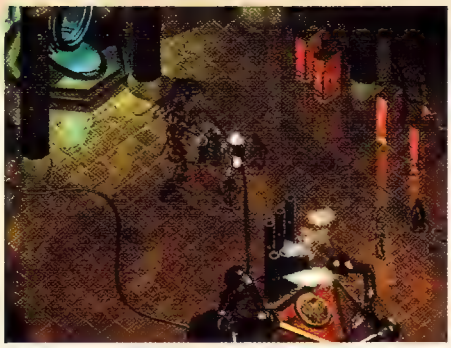
- Now, once you get back to the Machine, head off to the northeast and check out the cabinets near the doorway. You'll find a rather large cache of normal weapons; pick up a few for your Fighters and go through the doors to the east. Fight your way through the enemies until you reach the pool guarded by Magic Golems. Equip the non-magical weapons you picked up and take them out, then grab the Blue Oil from the pool.
- From there, head out to the main chamber, where the Machine is located, and go to the northwest, to the Mind Flayer Bunker. Clear out the first room of Umber Hulks, and head to the west. Once you kill all of the Hulks, grab the Illithid Rod from the stash in the middle of the room. Head

05a Saladrex

HP: 244
XP: 64,000

Noteworthy Items
- Staff of the Ram +4
- 1,573 GP

- Hey, here's another big mean dragon. He's got the wonderful Red Dragon Breath, which can damage your entire party at the same time, and has a variety of powerful melee attacks, as well. He doesn't indulge in very many spell protections, however.



back to the east, and then go south. Don't forget about your summoning spells here if you're getting your butt kicked by the Mind Flayers; it's better that a creature gets Confused than a party member, after all.

• Talk to the Apprentice in the cell here to learn a bit more about how Carston came to be imprisoned in the Machine. You'll receive 1,000 XP for each character in your party.

• When you reach the southernmost room of the area, you'll need to kill the Ularithid and grab the second half of the Illithid Rod. The two halves will automatically join together—no muss, no fuss. The complete Illithid Rod acts as a key for the western room of the Bunker, so go on over there and open it up. Grab the Red Oil from the pool of blood, and a couple of Vampiric Mind Flayers will pop out of their coffins. Whip out the holy water and garlic, and they'll be toast in no time.

• Now that you have the three different oils you need, go back to the Machine and explore the rooms to the southwest. The first room you enter will have a few treasure chests lying around—these are actually Mimics, one of the coolest creatures that you never see, due to their rarity. They're immobile, but they have extremely long-range attacks that focus in on any character that they have seen. A single Incendiary Cloud will kill them all, slowly and painfully, if that's the way you like to work.

• Moving on to the southwest, you'll encounter a group of six torches, unlit and waiting for oil. You might not know which colors you should use, but if you look at the three small markers on the ground in the Mimic room, you'll have half the puzzle

taken care of. Zoom your cursor across the map for the other three, or just take a peek in here:

• Once the doors open, each character in your party will earn 10,000 XP. You're almost at the end of the level, so it's fitting that there would be some kind of guardian in here. It just happens to be the most electrifying Fighter in fantasy entertainment, the Rock! Not to mention his little brother Garock, who teams up with his bro to make for a powerful tag-team. They might be strong, but they aren't very flexible. They'll summon in some Frost Salamanders, but you can take these guys without too much of a hassle, as long as you let your summoned creatures take the brunt of the bad guy's blows. Killing Garock will net you 10,000 XP, while taking down the Rock will grant you 15,000 XP and a nice little Axe of the Unyielding +3.

• Now that you've got the Rocksters out of the way, you can set your sanded thumb on the large safes in the room. Pop them both, but what you're really looking for is the Crystal Mallet. Now that you can finally show that Carston idiot who's boss, why don't you go and do so?

• Once you reach Carston, you can go ahead and use that Crystal Mallet on the glass. If you read the Diary of his assistant, you'll know that you need to tap it six times. Do so and Carston will pop out of the Machine, suddenly quite contrite and humble. You can choose whether or not to let him go, but know that he's carrying a journal that reveals the secret to getting to the next level. We really got a kick out of telling him he could go, and then killing

COMBINATION	EFFECT
Triangle Button, Red Wheel, Medium Lever	Open Portal to Level 5
Square Button, Short Lever, Medium Lever	Permanent +1 to Strength
Circle Button, Blue Wheel, Long Lever	Permanent +1 to Intelligence
Circle Button, Red Wheel, Long Lever	Permanent +1 to Constitution
Circle Button, Square Button, Triangle Button	Permanent +1 to Wisdom
Red Wheel, Green Wheel, Short Lever	Permanent +1 to Charisma
Square Button, Blue Wheel, Short Lever	Permanent +1 to Dexterity
Blue Wheel, Green Wheel, Long Lever	Permanent +5% to Magic Resistance
Triangle Button, Green Wheel, Medium Lever	Party gets Storm Star mace

him as he walked away. We're a little crazy like that, though...

• Anyway, the Machine of Lum the Mad is now yours to control, and control it you shall if you ever want to get out of this place. You've kept those Handwritten Scrolls, right? Well, if you did, then you'll understand what the heck they were talking about just now. The Machine comes equipped with an array of dials, levers, and buttons, of different shapes and colors. The Handwritten Notes were something akin to recipes for the machine, letting you know what three-button combo will produce what effect—though in admittedly odd language. However, if you didn't bring along all of those Notes, feel free to peruse the above list.

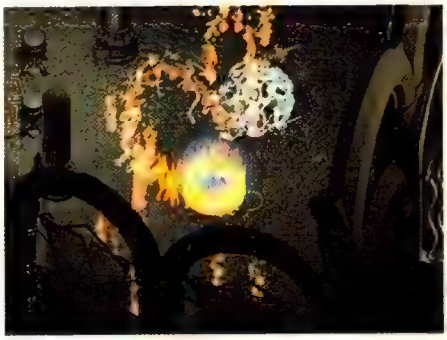
• Each of these recipes may only be used once. If you attempt to try a recipe twice or throw in a random combination, an equally random effect will be produced—generally negative—like permanently losing one point of Intelligence or Dexterity, or getting Imprisoned. You're welcome to fool around, but the warning has been given.

• Once you've fiddled around with the Machine and gotten a bunch of upgraded stats, open up the portal to Level 5 and you'll gain 25,000 XP for each character. Then get ready for the penultimate area of Watcher's Keep...

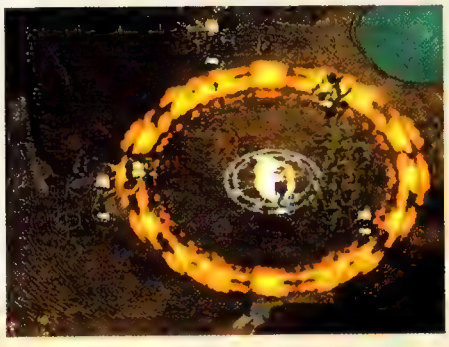
05 The Final Seal

• It probably wouldn't hurt to offer you another warning: You'll need to be an extremely capable *Baldur's Gate* player to survive the challenges that await you on this level. Newbies need not apply!

• The first thing you'll see when you get to the last level is the Final Seal itself, surrounded by three pillars, each with a keyhole. It doesn't take a genius to figure out that you're going to need three different keys for these things, so let's see about finding them.



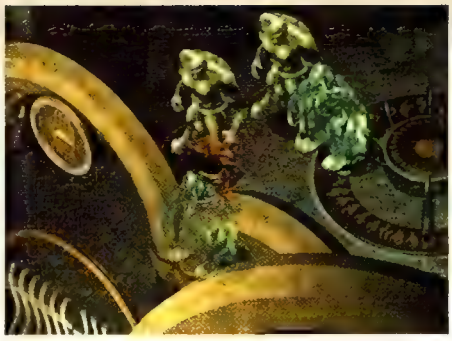
• Start your search in the northwestern corner of the room, at the Globe Machine. When you analyze the machine itself, it'll tell you a bit about your goal: You need to get as many of the Globes as possible, so that you can put them into the similarly colored pillars. When you manipulate the colored knobs on the ground, though, a variety of enemies pop into space behind you. You'll start off fighting against Orcs, but with repeated button-mashing, you'll wind up facing off against Liches, Beholders, and high-level Mages. If you need a little motivation, your characters do get 1,000 XP per group of enemies. You shouldn't have a problem with the earliest groups, but the later progressions can get rather frustrating. The most you can press any button is four times, so you'll earn a total of 16,000 XP per character just for unlocking the monsters, plus the amount of experience you get for killing the monsters! It's an experience bonanza!



• Once you have defeated all of the enemies, you should have 16 different Globes in your inventory. Click on them and isolate the four that won't fit into your belt slots; these are the ones that are going to go into the pillars. Once those four globes are in their respective pillars, you'll gain 10,000 XP per character and the Mind Key to the Final Seal. The rest of the globes are yours to keep; these perform very random magical effects when used from your Quick Slots. You could summon a Shambling Mound to help you out, or cast Melf's Acid Arrow on yourself, so they're somewhat like a Wild Mage in a bottle—let the buyer beware.

• Now that you have the first Key, you can start worrying about getting the other two. Head south to the Challenge Rooms, where you'll meet the friendly Helmite Ghost. In order to receive the second key, you're going to have to pass through three challenges.

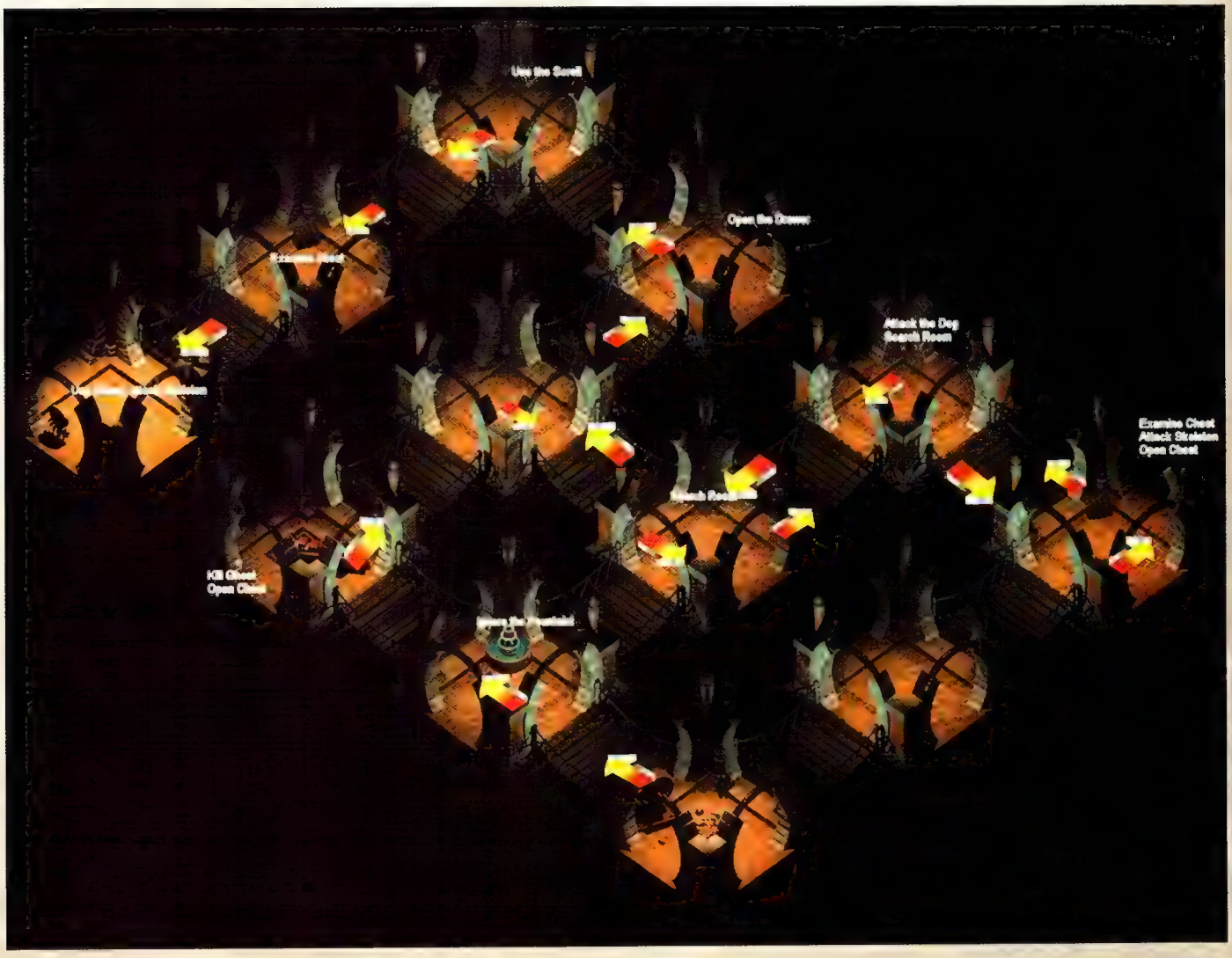
• Go through the left most door first, and be ready for a large fight. You're going to be facing off with a replenishing supply of Orc Mages, Archers, and regular Warriors. Most of these guys are pushovers, but they come in bulk, and they will definitely disrupt your spellcasters, so have Stoneskin set up before you attempt to cast any spells. Once you kill enough Orcs, the Helmite Ghost will reappear and cease the carnage. Each character will get 21,000 XP. Check the pool in the room for Ixil's Nail +4; you can combine this with the Ixil's Spike +2 that the Chromatic Demon dropped to make an absolutely killer +6 spear.



• The center challenge room consists of a single powerful foe, and fittingly enough, it's a Dragon (with some great verbal taunts). This guy can cast an Entangle spell centered on himself, so you might want to wear his casting abilities out with a couple of creatures before sending the cavalry in. You'll receive 62,000 XP for icing the Dragon, plus 21,000 XP per character for completing the challenge. Loot his body—being sure to pick up the Warrior's Skull—and head out for the last test.

• And behind Door Number Three? The third and final challenge probably isn't quite what you expected—it's a couple of simple games of mathematical ability that square you off against a rat-like little Imp. The answer to the first question is seven siblings. The second game is a little more complex, as you and the rat joust to see who is left with the last coin on the table. You don't stand much of a chance if you ask the Imp to go first, but if you choose to begin by taking two coins, he will take one, leaving eight left. Take three more, and the Imp will essentially have to forfeit. You'll get 10,000 XP per character for defeating the Imp, as well as 21,000 XP per character for beating the last "challenge." Walk outside for another 10,000 XP for completing all of the challenges, and to receive the Heart Key from the Ghost. If you think this is a lot of experience, just be patient for a little bit.

• Head to the northeastern corner of the map to retrieve the third and final key. When you activate the Spirit Altar by placing the Warrior's Skull on it, you'll immediately be whisked away into a small mini-



Know Thy Enemy

Enemy	HP	XP	Items
Nalmissra	72	25,000	N/A
The Huntress	175	20,000	Taralash +4
Y'tossi	120	23,000	N/A
Ameralis Zauviir	120	20,000	1,230 GP
Hive Mother	180	30,000	N/A
Xei Win Toh	176	20,000	N/A

game. You'll need to guide your Warrior avatar through the maze, ensuring that he doesn't die before he reaches the exit in the northwestern corner. There are a few ways to get through the maze, so feel free to explore on your own. If you're having troubles, the route shown below will ensure that you get through the maze and see everything there is to see.

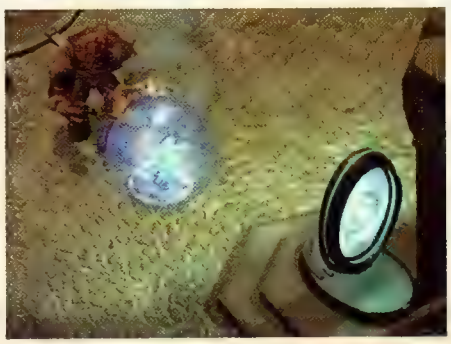
•Now that you have all three keys, the fun part begins. You'll have to unlock all three of the seals in the middle of the main chamber before you can visit with the Imprisoned One. Unlocking them will be easy—but surviving the fights that occur afterwards won't.

• Mind Seal: After you unlock the Mind Seal, a group of six Guardian Spirits will appear and launch a gung-ho assault on your group. These are essentially enemy characters, as they have distinct classes, even if you can't see them too clearly. Probably the easiest of the three seals, characters with less experience will still find this difficult due to the sheer speed and power of the Guardians. When killed, they always give up 8,000 XP. Aurumach Rilmani (140 HPs, -7 AC, 9 THACO, three attacks per round, high magic resistance, electrical resistance, acid damage, and high regeneration) is your arch nemesis here. When defeated, he gives up 27,000 XP. This is a super-powerful creature, so concentrate your attacks on him first, followed by the Ferrumach. Worth 27,000 XP, Ferrumach Rilmani (100 HP, 3 AC, 10 THACO, 11/2 attacks per round), slightly less resistant to the forms of damage mentioned in the Aurumach description. He's worth 8,000 XP.

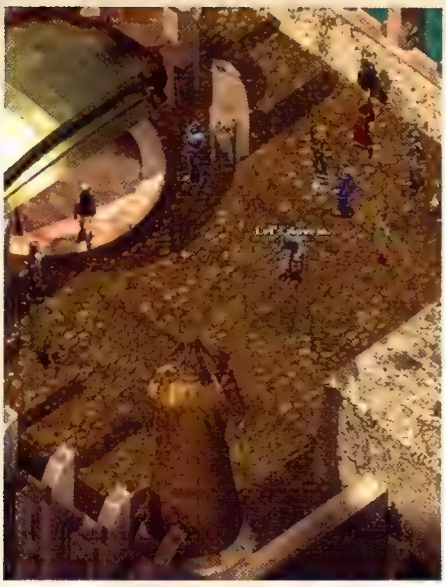
•Spirit Seal: This seal will unleash a powerful Lich named Azamantes upon you, with a few Flaming Skulls as minions. Azamantes is a beast with the ability to use almost any spell in the book, including Imprisonment, so handle with care. He's worth a grand total of 25,000 XP when defeated.

• Heart Seal: By far the hardest of the three seals, the Heart Seal will unleash a merry band of unique butt-kickers on the world. Each would be a powerful foe individually, but combined they're going to be as powerful as anything you've ever faced. Perhaps the cheesiest aspect of their combat techniques is that Y'Tossi, the Djinnish bad guy, can summon huge numbers of Skeletons when he has a member of your party in his sight. They're not too tough individually, but the Skeletons will confuse your fighters and enable the enemies to strike back without fear of reprisal. What's more, all of the characters have Magic Resistance levels of 50–75%, meaning that your spells are almost useless. We hate to admit it, but perhaps the easiest way to kill them is to simply run away from them, cast Farsight on their position, and bombard them with Death Fogs, Fire Storms, and Incendiary Clouds from off-screen. This will take a long time to deal enough damage to kill them all, but it will get them in the end, or at least weaken them enough for your party to finish the job.

• Proceed below to meet...the Imprisoned One. It's not quite the epic clash of hellfire that you might expect—at least not right away. The One (as his buddies call him) will attempt a bit of suave persuasion on you. You have the choice to either proceed with casting the Ritual scroll, listen to the Imprisoned One and attempt to trick Odren into coming into the Keep, or simply face off with the Imprisoned One right away. We *highly* recommend reading the scroll as you'll still be able to choose between the other two alternatives, and you'll gain an incredible 80,000 XP per character besides!



• Once the scroll has been read, the One will inform you that you have been tricked and that you are now trapped inside the Keep, sealed in by the force of the ritual that you were sent to read. Fortunately for you, the One has enough power to open a hole in the seal, a hole large enough for you and your party to escape to the overworld. He'll do this for you if you trick Odren into coming into the Keep, so that the One can exact a bit of bloody revenge. Though you might not think it's a good thing, agree to this plan and head back out to the exterior of Watcher's Keep.



• When you reach Odren, you can either tell him the truth or engage him in a little trickery. If you tell him exactly what happened, the quest is over—sorry. If you deceive him, as the One asked, he'll saddle up and attempt to verify the information by entering the Keep. Once he's gone, a ghostly apparition of an ancient Helmite Knight will appear before you and offer you yet another scroll. This one is to be read outside of Watcher's Keep and will seal the Imprisoned One and Odren's party inside the Keep forever, thus eliminating even the smallest chance of the One's escape. You have to choose whether you want to go ahead and seal up the Keep now, and earn another 80,000 XP per character, or if you wish to go back below and attempt to free Odren from certain doom. If you seal the Keep, that's the end of this quest, but if you're a real gamer, you know you want to take on the One in a fight to the death—hopefully, his.

• Once you get back down into the Imprisoned One's lair, you find that things have taken a decidedly bad turn for Odren and company. All five of his band are dead and the Imprisoned One—now revealed as Demogorgon, the Prince of Demons—stands by, eager to land the killing blow on Odren himself. Things look very, very bleak...but you're no ordinary adventurer, are you?

06a Demogorgon

HP: 290
XP: 120,000

Noteworthy Items
• N/A

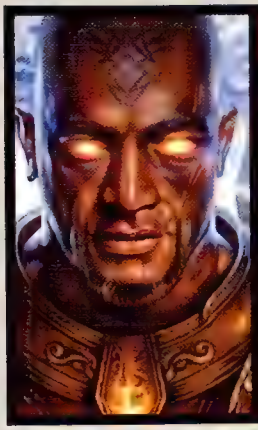
• This guy is second to absolutely no one in terms of sheer butt-kicking power. Get a load of some of his special abilities:
- Regenerates 3 HP / second
- Requires +3 or better weapons to hit
- Immune to Critical Hits
- Can summon demons and outer-planar creatures to fight for him
- Attacks with level drain and disease strikes
- 95% Magic Resistance

You can see that he's a beast on his own, but he will immediately summon in four or five high-powered demons as soon as you begin your little fight, which will make it a little difficult to actually get to the man himself. And make no mistake, your one and only target here should be Demogorgon, as he will continue to summon in demons if you don't take him out posthaste. This battle is difficult even for a party of characters that are of maximum level, so don't hold anything back! Use all of your special abilities and limited-charge items to full effect! Good luck!

• After the Demogorgon shuffles off this mortal coil, you'll be able to witness Odren's touching last words...and gain 20,000 XP. Kind of a drop in the bucket at this point, but we'll take what we can get, right?
• Unfortunately, if you actually destroy Demogorgon, Helm's Ritual Scroll will vanish upon your return to the surface, so you can't milk out another pile of experience. You actually wind up with less experience if you kill Demogorgon, but you'll certainly have bragging rights that very few gamers will be able to claim the rights to! Congratulations!

NPC APPENDIX

This appendix covers the 15 returning NPCs from *Shadows of Amn* (Yoshimo, unfortunately, had contract disputes with BioWare) and the new NPC, Sarevok. All of these characters can be summoned to the Pocket Plane.



Sarevok

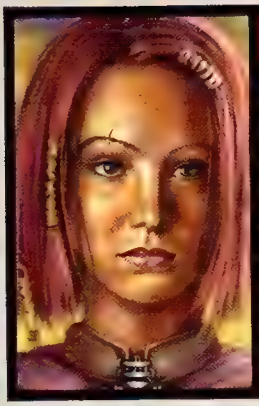
Class: Fighter
Race: Human
Alignment: Chaotic Evil
HP: 156 **AC:** -3
STR: 18/00 **INT:** 17
DEX: 17 **WIS:** 10
CON: 18 **CHA:** 15
Our Rating: ★

Comments

Sarevok is the only new NPC in *Throne of Bhaal*, and not coincidentally, he is the uber-NPC, the ultimate warrior—he makes an extremely powerful addition to any party, be it good or bad. Of course, there is the little matter of his being dead, but once you give him a wee bit of your soul, you'll have the opportunity to bring him along on your adventure. Sarevok is almost incomparable in terms of sheer power, with stats that tower over any other NPC in the game and a huge amount of hit points.

Special Equipment

- None



Imoen

Class: Mage/Thief
Race: Human
Alignment: Neutral Good
HP: 71 **AC:** 1
STR: 9 **INT:** 17
DEX: 18 **WIS:** 11
CON: 16 **CHA:** 16
Our Rating: ★

Comments

Ah, Imoen, your trusty half-sister—and after all this time is apparently still afraid of the dark. Get a backbone, sis! An excellent companion for your good parties, Imoen's Mage skills will be in high demand with the ability to memorize Level 9 spells. Best of all, her Thief abilities enable her to wield a short bow, as well as cast spells, which helps make her a multi-dimensional threat from the rear of your party. You probably won't be able to rely on her fourth-level Thief skills to see you through *Throne of Bhaal*, though, as you'll need high marks in Find Traps to detect and disable many of the traps in the expansion pack.

Special Equipment

- None

Minsc (and Boo)

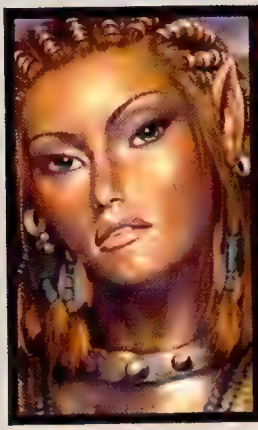
Class: Ranger
Race: Human
Alignment: Neutral Good
HP: 119 **AC:** 0
STR: 18/93 **INT:** 8
DEX: 16 **WIS:** 6
CON: 16 **CHA:** 9
Our Rating: ★

Comments

Minsc and his trusty miniaturized giant space hamster, Boo, are still up for aiding you in your quest, but their shine may be slightly off in the expansion pack, with higher-level Fighters such as Sarevok being generally more capable of dealing out the damage with multiple proficiency slots than a Ranger of equivalent level. The difference probably won't be that great, if you really want Minsc back in your party, but against the high-level enemies you're going to face off against, every little bit helps. And, gosh, that Charm Animal ability is so, so helpful.

Special Equipment

- Boo, which is more than enough "special equipment" for *anyone*!



Jaheira

Class: Fighter/Druid
Race: Half-Elf
Alignment: True Neutral
HP: 94 **AC:** -3
STR: 15 **INT:** 10
DEX: 17 **WIS:** 14
CON: 17 **CHA:** 15
Our Rating: ★

Comments

A rather rambunctious Harper, Jaheira is a half-elf Fighter/Druid, which is one of the more unique multi-class combinations you'll encounter in *Baldur's Gate II*. While she was something of an offensive force in *Shadows of Amn*, her low Strength and slow level progression makes her more vulnerable in *Throne of Bhaal* than a corresponding single-class character. The huge amounts of experience needed to gain levels for Druids, especially, will hold her back, as it's possible to get through the entire expansion pack without having her gain more than one or two levels. Our advice? Stick with a pure Fighter or go for a solo-class Druid like Cernd, if you really want the special Druid spells.

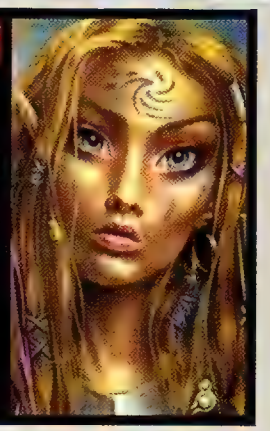
Special Equipment

- None

Note: *NPC HPs may vary depending on where and when you actually add them to your party. The ones listed above are meant to merely serve as a reference.*

Aerie

Class: Cleric / Mage
Race: Elf
Alignment: Lawful Good
HP: 45 **AC:** 6
STR: 10 **INT:** 16
DEX: 17 **WIS:** 16
CON: 9 **CHA:** 14
Our Rating: ★



Comments

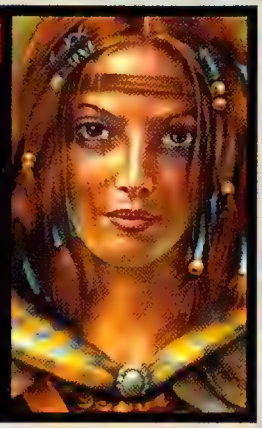
Aerie can cast both Mage and Cleric spells—which give her a nice portfolio of offensive, defensive, and healing options—and also wields a mean sling. However, Aerie shares the multi-class weakness in *Throne of Bhaal*; she simply won't be advancing quickly enough to keep up with your single or dual-classed characters. It's entirely possible to have a level 30 thief before Aerie gets to cast Level 9 Mage spells. Her relatively low Intelligence and Wisdom scores also means she has a harder time writing Mage spells, and will memorize fewer Priest spells, than characters with 18s in those stats. You might still want to keep her around, though, if you've imported a game where you and she were involved in a romance. We don't want to spoil anything for you, but this part of the storyline resolves in short order.

Special Equipment

- None

Nalia de' Arnise

Class: Mage/Thief
Race: Human
Alignment: Neutral Good
HP: 65 **AC:** 3
STR: 14 **INT:** 17
DEX: 18 **WIS:** 9
CON: 16 **CHA:** 13
Our Rating: ★



Comments

You all remember Nalia as a wonderful little dual-classed Mage/Thief from *Shadows of Amn*, a kind of mirror-world Imoen you got while Imoen was still in a state of kidnappedness, with nearly identical stats and abilities. Now she's got a wonderful new "I'm a super-wizard" attitude, complete with an alignment shift to Neutral Good. Nalia is probably an even better choice than Imoen for *Throne of Bhaal*, though, with higher-level Thief skills, which is especially important if you don't have a dedicated Thief in your party, and more Strength, enabling her to carry around that much more loot. She, too, can wield a short bow with incredible accuracy, so it's a bit of a toss-up between Nalia and Imoen for good parties. Heck, take them both if you like the characters; you could certainly do worse.

Special Equipment

- De' Arnise Signet Ring

Anomen Delryn

Class: Fighter/Cleric
Race: Human
Alignment: Lawful Neutral
HP: 107 **AC:** 0
STR: 18/52 **INT:** 10
DEX: 10 **WIS:** 12
CON: 16 **CHA:** 13
Our Rating: ★

Comments

The most stuck-up guy this side of Waterdeep, Anomen is still probably the best Cleric you can find among the NPC stock of *Throne of Bhaal*, thanks to his swanky Fighter abilities and high Strength. We found it best to outfit him as a front-line Fighter, giving him a couple of proficiency slots in Flail, and letting him go crazy with the Flail of Ages. As long as you have a couple of other melee warriors in your group, you can drop him back and let him cast spells when you see fit, or you can let him stock up on non-combat or pre-combat spells, such as Animal Summoning or Chant, while another Cleric deals with the Mass Cures and anti-poison spells.

Special Equipment

- Delryn Family Shield

Korgan Bloodaxe

Class: Berserker
Race: Dwarf
Alignment: Chaotic Evil
HP: 150 **AC:** -2
STR: 18/77 **INT:** 12
DEX: 15 **WIS:** 9
CON: 19 **CHA:** 7
Our Rating: ★

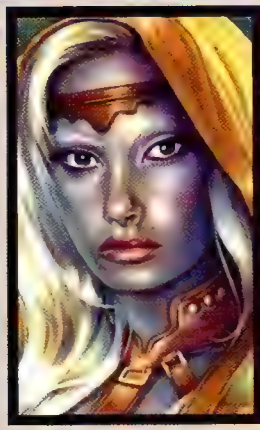
Comments

While Korgan might have been the premier Fighter character for evil parties in *Shadows of Amn*, he's sadly been outclassed by the mighty Sarevok in *Throne of Bhaal*, who towers over him in almost every statistical category, and comes with a handy no-mischief guarantee right off the bat. If you're putting together an evil party, Korgan might still be worthy of a slot, if only for his Grand Mastery in axe-wielding. He's by no means a poor choice for a party, but you might be better off making a custom Fighter/Cleric or other dual-classed character if possible. "Does not play well with others" is still on his report card, too, so you might want to be cautious if you have any good characters in your party.

Special Equipment

- None

Note: *NPC HPs may vary depending on where and when you actually add them to your party. The ones listed above are meant to merely serve as a reference.*



Viconia deVir

Class: Cleric
Race: Drow
Alignment: Neutral Evil
HP: 78 **AC:** -4
STR: 10 **INT:** 16
DEX: 19 **WIS:** 18
CON: 8 **CHA:** 14
Our Rating: ★

Comments

Aside from the fetish factor of having a Drow hottie in your party, Viconia doesn't have enough punch to face off against the enemies you'll see in *Throne of Bhaal*. Sure, she's a good Cleric, but that 10 Strength will be a major drawback in battles, unless you're thinking about just using her as a sling-wielding, back-row healer. She excels at this role, with 19 Dexterity, but you're generally going to be better off with a more diversified character like Aerie or with a hand-made Fighter/Cleric that can get in the trenches and hold her own. You may choose to keep her around if you happened to start up a romance with her in *Shadows of Amn*, but otherwise, we'd recommend steering clear.

Special Equipment

- None

Jan Jansen

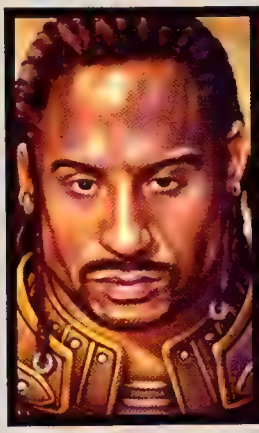
Class: Illusionist/Thief
Race: Gnome
Alignment: Chaotic Neutral
HP: 55 **AC:** 5
STR: 9 **INT:** 16
DEX: 17 **WIS:** 14
CON: 15 **CHA:** 10
Our Rating: ★

Comments

Sorry, there's just not much that's nice to say about Jan. He's one of those characters that people put in their parties just to see if they can beat the game in spite of his presence. We probably shouldn't be too harsh, seeing as how Jan has some nice special equipment and is a multi-classed Illusionist/Thief, but he doesn't really have that oomph that high-level parties will need to compete in *Throne of Bhaal*. His relatively low numbers in his primary stats are another strike against him. We hate to say it, but you'd be better off with a custom-made multi-class Mage/Thief or a dual-classed character like Nalia.

Special Equipment

- Jansen Adventurer Wear
- Jansen Techno-Gloves
- Jansen Spectroscopes
- Flasher Launcher and special ammo



Valygar Corthala

Class: Stalker
Race: Human
Alignment: Neutral Good
HP: 118 **AC:** -2
STR: 17 **INT:** 10
DEX: 18 **WIS:** 14
CON: 16 **CHA:** 10
Our Rating: ★

Comments

Valygar is a nice go-between character, as the Stalker kit combines aspects of the Thief and Ranger classes to nice effect, if you know how to take advantage of them. It suffices to say, you're going to want to backstab—and backstab often—if you're using Valygar as a melee attacker. While he doesn't deal as much damage with the backstab as a pure Thief would, his impressive Strength helps even up things a bit. The biggest drawback to Valygar, in terms of combat ability, is that the Stalker kit doesn't allow the character to wear anything past studded leather armor. You're going to find some nice studded leather +6 in *Throne of Bhaal*, but this restriction will still prevent Valygar from spelunking in the depths of negative ACs, like a proper plate-equipped Fighter would.

Special Equipment

- Corthala Family Armor
- Corthala Family Blade +2

Keldorn Firecam

Class: Inquisitor
Race: Human
Alignment: Lawful Good
HP: 124 **AC:** 0
STR: 17 **INT:** 12
DEX: 9 **WIS:** 16
CON: 16 **CHA:** 18
Our Rating: ★

Comments

Keldorn rocks, and that's the long and short of it. You're not going to find a better NPC in all your travels, with the mighty Sarevok being perhaps the only exception. Need an ace Fighter, equipped with wonderful special abilities, and an NPC that can wield the mighty Holy Avenger, the single best item in the game? Look no further, because Keldorn is your man. Sure, his kit might prevent him from casting Cleric spells, but that's generally why you have real Clerics in your party. The loss is more than made up by his having Dispel Magic and True Sight as special abilities, which are two of the most critical spells in the game when you're facing off against high-level enemies. His only real drawback is a low Dexterity, which will generally result in a slightly worse Armor Class than comparable fighters with 17 or 18 Dexterity.

Special Equipment

- Hallowed Redeemer
- Firecam Full-Plate Armor

Note: *NPC HPs may vary depending on where and when you actually add them to your party. The ones listed above are meant to merely serve as a reference.*

Haer Dalis'

Class: Blade
Race: Tiefling
Alignment: Chaotic Neutral
HP: 73 **AC:** 2
STR: 17 **INT:** 15
DEX: 17 **WIS:** 13
CON: 9 **CHA:** 16
Our Rating: ★

Comments

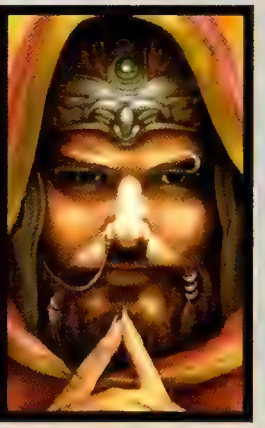
As a wise man once said, nothing screams "Fantasy!" like the random placement of an apostrophe, and here's Haer Dalis' to prove it. Haer is one of those stinky Bards, but his specific kit gives him a couple of rather interesting abilities (see page 11). While he might not match up head-to-head with a Fighter for pure offense, his dual-wielding skills and the aforementioned special abilities still make him a force to be reckoned with. Give the guy a couple of swords and let him loose, we say. Also, while his kit cuts the normally exceptional Lore level of Bards in half, he'll still wind up with around 100 Lore points at the beginning of the game, which will still probably be higher than other NPCs.

Special Equipment

- Entropy +2
- Chaos Blade +2

Edwin Odesseiron

Class: Conjurer
Race: Human
Alignment: Lawful Evil
HP: 62 **AC:** 9
STR: 10 **INT:** 18
DEX: 10 **WIS:** 10
CON: 16 **CHA:** 10
Our Rating: ★



Comments

Edwin is everyone's favorite NPC, right? Maybe not, but he is a must-have for an evil party, combining his wicked 18 Intelligence with the specialist Wizard's ability to memorize an extra spell for each spell level. He's obviously not much in terms of offense, and you really don't want to get him anywhere near an enemy with a sword, but he can use a sling if need be. Edwin's best skill, of course, is his magical ability, and he'll be a great boon once he hits level 18 and can start casting Meteor Swarm, Wish, Time Stop, Spellstrike, and all those wonderful Level Nine spells. Of course, it'll take him a while to get there, but there's always Magic Missile in the meantime, right?

Special Equipment

- None

Cernd

Class: Shapeshifter
Race: Human
Alignment: True Neutral
HP: 81 **AC:** 8
STR: 13 **INT:** 12
DEX: 9 **WIS:** 18
CON: 13 **CHA:** 15
Our Rating: ★

Comments

Cernd is a Shapeshifter that has mastered the flow of the lycanthropic blood in his veins, and can therefore change into a Werewolf almost at will. It's honestly not that impressive of an ability, though, considering the guy cannot wear any armor at all because of it. Cernd can change into a Greater Werewolf once per day, with a nice AC boost to -15, but he still faces the incredibly level progression that's endemic of Druids, and he'll be lagging back at level 15, while vanilla Clerics will be getting into the lower 20s. You'll want to think carefully before giving Cernd a spot in your party.

Special Equipment

- Staff of the High Forest
- Cloak of the High Forest

Mazzy Fentan

Class: Fighter
Race: Halfling
Alignment: Lawful Good
HP: 122 **AC:** -1
STR: 15 **INT:** 10
DEX: 18 **WIS:** 13
CON: 16 **CHA:** 14
Our Rating: ★

Comments

One of those bizarre characters whose class just doesn't seem to match up with her stats, Mazzy would seem to be a much better fit as a Thief with her 18 Dexterity—but instead, she's a Fighter with 15 Strength. Needless to say, if you put Mazzy in your party, you're going to need to invest in some kind of Girdle of Giant Strength to bring her Strength up to a level where she'll be useful in a fight. Once she's properly equipped, though, you'll find a not-so-shabby Fighter on your hands, capable of dealing some damage with the big boys. We're not saying you should pick her before Keldorn or Minsc, but she'll definitely add a bit of flavor to your party.

Special Equipment

- Sword of Avoreen
- Bow of Avoreen

Note: *NPC HPs may vary depending on where and when you actually add them to your party. The ones listed above are meant to merely serve as a reference.*

QUICK INTRO

High-Level Abilities are a mammoth new addition to Throne of Bhaal, *and are given from pools for different classes. It is very important to know which abilities are valuable and which ones are wastes of time, as you only get a few shots at choosing them. Normally, the skills that you do choose are available once per day, but you can choose your favorite skills multiple times to get extra castings (each time you select the skill will give you one casting per day). Following are the levels at which each class gains their first ability, as well as a description of which pool is used.*

EXTRA–Special One-Time Enhancements

Some classes receive extra special bonuses at various obscure times. Below is a listing of all of such special improvements:

Druid: Level 15

Druid becomes immune to poison.
Level 18, 21, and 24—Druid gains +10% resistance to all environmental damage (cold, fire, electricity, and acid).

Cleric: Level 25

Cleric gains a special holy symbol from his god. This holy symbol has the following powers:

- +1 STR
- 5% Magic Resistance
- Allows Cleric to memorize an additional 6th- and 7th-level spell

Monk: Level 20

Fists become equivalent to a +4 weapon.
Level 20—Armor Class gets progressive bonuses:

21st: -1 AC	30th: -4 AC
24th: -2 AC	35th: -5 AC
27th: -3 AC	40th: -6 AC

KEY

Fighter	20th (uses the Warrior pool)
Ranger	20th (uses the Ranger pool)
Paladin	20th (uses the Warrior pool)
Barbarian	20th (uses the Warrior pool)
Mage	20th (uses the Wizard pool)
Sorcerer	20th (uses the Wizard pool)
Cleric	20th (uses the Priest pool)
Monk	20th (uses the Warrior pool)
Druid	14th (uses the Priest pool)
Thief	25th (uses the Thief/Bard pool)
Bard	25th (uses the Thief/Bard pool)

WARRIOR POOL

FIGHTERS, PALADINS, BARBARIANS, MONKS

CRITICAL STRIKE

RATING: SILVER

requires Smite and Power Attack

Critical Strike sets every attack roll made in the next round to a natural 20, commonly known as a Critical Hit. Considering Sarevok can pump out 200-damage Critical Hits with over four attacks per round, this ability is good, but is not knock-your-socks-off amazing. There are a couple reasons for its downfall: First, many bosses are immune to Critical Hits; and second, you must first learn Smite and Power Attack, which are both horrid skills, just to get this one. Unfortunately, what once was a good skill is now almost wasted due to its prerequisites.

Note: *You can only choose this ability once.*

DEATHBLOW

RATING: BRONZE

Lasting two rounds, Deathblow instantly kills any creature that's at or below 10th level. While it sounds too good to be true, it's a fact you need not dwell on. (You didn't need any Elven intuition to pick up on this one, but give yourself a pat on the back anyway.) When was the last time you faced something below 10th level that you couldn't easily knock off in a couple of rounds anyways?

GREATER DEATHBLOW

RATING: BRONZE

requires Deathblow

There is nothing special about this: It's exactly like Deathblow, but will kill any creature that's 12th level or lower (right, big difference), and even lasts for two rounds. Sorry, but despite the cool name, it's not much of an improvement over the last one. Honestly, with the value of the last one, did you really think it would be?

GREATER WHIRLWIND ATTACK

RATING: GOLD

requires Whirlwind Attack

This is when the fun kicks in. For one round, this ability gives the character the same bonuses as normal Whirlwind Attack, but without the harsh penalties. The number of attacks per round is set to 10 for one round, and only one round. But for that one round, any character will be a whirlwind incarnate, especially at earlier levels when the normal attacks per round are still quite low.

HARDINESS

RATING: SILVER

A somewhat subtle and obscure ability, Hardiness isn't particularly useful except in the most perilous situations. Hardiness bestows upon the character a 40% resistance to all forms of physical damage, lasting one round for every two levels of the character. For pressure situations this can be useful, especially against bosses. But what are good potions and Clerics there for anyway? It's not completely worthless, but most of the time this won't save you more than a quick heal.

POWER ATTACK

RATING: BRONZE

A Power Attack lasts for two rounds, and gives the character the ability to stun the enemy for two rounds if the enemy fails its save vs. death. Thankfully, the save is at a –4 penalty, but many enemies—especially hardier ones, such as bosses—will still be immune. To top it off, the two-round stun isn't anything that can't be accomplished through other methods, many of which are far superior anyway. Don't waste your time.

RESIST MAGIC

RATING: BRONZE

Resist Magic, which lasts for four rounds, sets the character's magic resistance to 50%. This is not added to any other existing magic resistance, and hence is usually almost useless. At this point in the game, most warriors should have somewhere close to 50% resistance anyway, and, if not, the four rounds aren't long enough to even protect for a fraction of a key battle. Unless your magic resistance isn't too hot, Resist Magic isn't needed.

SMITE

RATING: BRONZE

requires Power Attack

This one is a bit of an improvement over Power Attack, but still isn't worth the money and definitely not the wasted time in order to get its prerequisite. Smite, still lasting for two rounds, blows the target back a good distance, and stuns it for one round. The first attack made with the Smite ability is automatically a critical hit, too, which is a nice plus. However, most often, the enemy won't be stunned when you can reach him (it does only last one round), and in big battles there will be many other creatures to plow through first. To top it off, large creatures, such as dragons or giants, are immune. It's generally useless, but at least it isn't resisted.

WAR CRY

RATING: BRONZE

Like the Level Seven Mage spell Power Word: Stun, only worse, War Cry stuns all opponents in a 30-foot radius if they don't succeed in their save vs. spell. Why do what a Wizard can already do better? This is simply pointless, because not only is Power Word Stun better, but this can be resisted very easily. Forget about it.

WHIRLWIND ATTACK

RATING: SILVER

Whirlwind Attack sets one's number of attacks per round to 10, which is usually double that of a good Fighter, but significantly more than most others. However, the THACO (or chance to hit) and damage suffer a large 4-point penalty, and it lasts for only one round. Whirlwind Attack can sometimes cause a good deal of misses and lower damage, causing it to be all but worthless. In general, it's a mixed bag, as it can be very helpful at times, but be sure your character has a sufficiently high THACO and damage from the outset so as to make the penalty bearable. ***Special Note**: This skill is also available to the Swashbuckler kit.*

RANGER POOL

CRITICAL STRIKE

RATING: SILVER

requires Smite and Power Attack

Critical Strike sets every attack roll made in the next round to a natural 20, commonly known as a Critical Hit. Considering Sarevok can pump out 200-damage critical hits with over four attacks per round, this ability is good, but is not knock-your-socks-off amazing. There are a couple reasons for its downfall: First, many bosses are immune to Critical Hits; and, second, you must first learn Smite and Power Attack, which are both horrid skills, just to get this one. Unfortunately, what once was a good skill is now almost a waste due to its prerequisites.

***Note**: You can only choose this ability once.*

DEATHBLOW

RATING: BRONZE

Lasting two rounds, Deathblow instantly kills any creature that's at or below 10th level. While it sounds too good to be true, it's a fact you need not dwell on. (You didn't need any Elven intuition to pick up on this one, but give yourself a pat on the back anyway.) When was the last time you faced something below 10th level that you couldn't easily knock off in a couple of rounds anyways?

GREATER DEATHBLOW

RATING: BRONZE

requires Deathblow

There is nothing special about this: It's exactly like Deathblow, but will kill any creature that's 12th level or lower (right, big difference), and even lasts for two rounds. Sorry, but despite the cool name, it's not much of an improvement over the last one. Honestly, with the value of the last one, did you really think it would be?

GREATER WHIRLWIND ATTACK

RATING: GOLD

requires Whirlwind Attack

This one is a bit of an improvement over Power Attack, but it still isn't worth the money and definitely not the wasted time in order to meet its prerequisite. Smite, which still lasts for two rounds, blows the target back a good distance and also stuns it for one round. The first attack made with the Smite ability is automatically a Critical Hit, too, which is a nice plus. However, most often, the enemy won't be stunned when you can reach him—it does only last one round—and in big battles, there will be many other creatures to plow through first. To top it off, large creatures, such as a dragons or giants, are immune. It's generally useless, but at least isn't resisted.

HARDINESS

RATING: BRONZE

requires Power Attack

A somewhat subtle and obscure ability, Hardiness isn't particularly useful for rangers, especially those who concentrate on ranged attacks, as he or she won't come under fire often anyway. Hardiness bestows the character a 40% resistance to all forms of physical damage lasting one round for every two levels of the character. For pressure situations—or if your Ranger gets into the thick of combat often—this can help. But what are good potions and Clerics there for anyway? Use them instead.

POWER ATTACK

RATING: BRONZE

A Power Attack lasts for two rounds, and gives the character the ability to stun the enemy for two rounds if the enemy fails its save vs. death. Thankfully, the save is at a –4 penalty, but many enemies—especially hardier ones, such as bosses—will still be immune. To top it off, the two-round stun isn't anything that can't be accomplished through other methods, many of which are far superior anyway. Don't waste your time.

RESIST MAGIC

RATING: SILVER

Resist Magic, which lasts for four rounds, sets the character's magic resistance to 50%. This is not added to any other existing magic resistance, so it isn't as useful as it could be. Since Rangers don't usually carry Magic Resistance gear, they can sometimes be caught in a spell fight where this resistance could come in handy. Four rounds of time is often just enough to get out of such a situation. Unless your magic resistance is already near 50%, Resist Magic can be helpful in a bind, but it isn't a must-have skill, due to its extremely passive nature.

SMITE

RATING: BRONZE

requires Power Attack

This one is a bit of an improvement over Power Attack, but still isn't worth the money and definitely not the wasted time in order to get its prerequisite. Smite, which still lasts for two rounds, blows the target back a good ways, and stuns it for one round. The first attack made with the Smite ability is automatically a Critical Hit, too, which is a nice plus. However, most often, the enemy won't be stunned when you can reach him—it does only last one round—and in big battles, there will be many other creatures to plow through first. To top it off, large creatures, such as dragons or giants, are immune. It's generally useless, but at least it isn't resisted.

TRACKING

RATING: SILVER

Tracking is extremely useful for determining whether to press on or to rest, for knowing what's ahead of you, and for being prepared. Arrows at the edge of the screen will point in the general direction of the creatures in the area, and will immediately show you exactly what is ahead. Saving valuable time, you'll see in an instant which way would be best for your party to travel in order to miss any unnecessary trouble.

WAR CRY

RATING: BRONZE

Like the Level Seven Mage spell Power Word: Stun, only worse, War Cry stuns all opponents in a 30-foot radius if they don't succeed in their save vs. spell. Why do what a Mage can already do better? This is simply pointless, because not only is Power Word Stun better, but this can be resisted very easily. Forget about it.

WHIRLWIND ATTACK

RATING: GOLD

requires Power Attack

Whirlwind Attack sets one's number of attacks per round to 10, which is usually double that of a good Fighter, but significantly more than most others. However, the THACO (or chance to hit) and damage suffer a large four-point penalty, and it lasts for only one round. Whirlwind Attack can sometimes cause a good deal of misses and lower damage, causing it to be all but worthless. In general, it's a mixed bag, as it can be very helpful at times, but be sure your character has a sufficiently high THACO and damage from the outset so as to make the penalty bearable.

PRIEST POOL

DRUIDS, CLERICS

AURA OF FLAMING DEATH

RATING: SILVER

Aura of Flaming Death (AoFD) is, in essence, one of the best melee shields money can buy, and even lasts for one round for every two levels of the caster. Not only does AoFD give the user 90% fire resistance and grant an AC bonus of 4 (which are both good but not great), it renders the caster invulnerable to any attacks made within five feet, with any attacker taking damage on a hit; and also renders the user invulnerable to all non-magical weaponry from any range. This is a top-notch defensive spell (almost equivalent to a Wizard's Stoneskin), and is a lifesaver when your Priest finds himself in the middle of combat. Keep in mind that attacks can still be made by the user from inside the shield, so this in essence turns the caster into a walking, shielded tank. No need for regrets about waltzing into the fray with this one equipped. Give your priest some exercise—he'll be thankful.

ELEMENTAL SUMMONING

RATING: GOLD

Much like it sounds, Elemental Summoning summons elementals (earth, air, or fire)—but not ordinary elementals. It summons two 16HD elemental slaves, making them some of the strongest help around, and by far the best available to a Priest. To sweeten the deal, there is a 10% chance that a super-duper, extra-magnificent Elemental Prince will be summoned instead. Make no mistake—if 16 HD sounds like a lot, Elemental Princes will truly amaze you. They are well worth every half-pence. These elementals will both take and dish out a beating, and leave you without a scratch. If you think this sounds good, you're right.

ELEMENTAL TRANSFORMATION

RATING: BRONZE

Druid only

Elemental Transformation is a decent enough shapechange spell, as it does increase the user's HP to 24 HD, allows some amazing damage to be taken, and even heals at the end. But with the other super-powerful spells given through special abilities, Elemental Transformation just can't hold its ground. You could get much more power and usefulness from many of the other spells. After all, you have Fighters in your group for a reason; there's no need to have a Druid step in where he isn't needed.

ENERGY BLADES

RATING: BRONZE

Turning the caster into a veritable range-weaponed powerhouse, Energy Blades bestows a +5 disc (+10 to hit) for every level of the caster, and does 1d4 missile damage, with an extra 1d10 Electrical damage. I know, you're probably thinking that this is simply an ammo spell, but these discs, while held, set the caster's attacks to 9. So, though it's nice to have nine attacks with some nice damage, the caster still has to be able to hit first, and no matter how fast these discs can be thrown, casters are still casters. If you have a caster this high, try casting spells instead of worrying about ranged damage—you'll thank us later. Though it's nice to have while your caster is idle, there are plenty of better spells out there.

GLOBE OF BLADES

RATING: BRONZE

Though dealing a nice 10d10 (though a save vs. spell at –2 is allowed) points of damage to any creature that steps within melee range of the caster, and staying for 10 rounds, Globe of Blades does little more than create a damage radius around the caster. If your Priest gets into melee battle often, this spell can be used to complement the damage already dealt out quite nicely. However, Aura of Flaming Death gives a much more well-rounded defensive shield, while protecting the caster and damaging the attacker. Often preventing the damage will enable you to do much more in the long run, whether it be through spells, prolonged combat, healing, or by the sheer ability to stay alive longer. After all, how will you resurrect your characters if your Cleric is dead? As they say—okay, it's just us—"A point of damage saved is a point of life earned."

GREATER ELEMENTAL SUMMONING

RATING: GOLD

requires Elemental Summoning—Druid only

Remember those super-cool Elemental Princes that had a 10% chance of spawning when normal Elemental Summoning was cast? Remember how amazing they were when they appeared? Now, take a deep breath. This spell enables you to summon Elemental Princes directly, 100% of the time. Come on, how much strategy is needed to understand how this works? Big spell summons a big, bad creature to be a slave and kick butt? And you thought Priests had a high intelligence, being spellcasters and all...no, wait, that's a Wizard. Yes, that explains that one! (It's a wonder no one ever gives those who can truly appreciate the finer arts of magic what they deserve.)

IMPLOSION

RATING: SILVER

im·plo·sion (im-plO'-zhən) n – Violent, inward compression. If that doesn't sound like it would hurt you, please raise your hand! As a spell, this certainly does give its definition justice, and deals 10d10 fire damage, 10d10 blunt damage, and can be fully saved against, yet still do half damage. That's a worst-case scenario of 10–100 damage. Not too shabby. Do you think you can live with that?

MASS RAISE DEAD

RATING: SILVER

Take the spell Raise Dead. Now multiply it by the number of party members you have. Yes, that's right. Potentially, every single member of the party can be raised and healed (3d10+1 HP per level of caster) in one casting. Does it help? The next time your party is about to die, try retreating your Cleric and see how many party members he can successfully raise with a hoard of creatures a couple feet away. Most likely, he won't get any. So, with Mass Raise Dead's one-round casting time, you can get your entire party back in action in one fast, fell swoop. And now you have double the combat time. The only problem is that armor can't be equipped mid-battle.

STORM OF VENGEANCE

RATING: BRONZE

Storm of Vengeance works a lot like the Holy Smite line of spells, but unfortunately isn't much better. The key aspects here are that all enemies of 8th level or lower are slain instantly, and that the remaining enemies suffer 1D6 electrical damage, 1d6 fire damage, and 1d6 acid damage each round, for three rounds. They are also poisoned in the first round, but it doesn't really matter. While this spell will do 3d6 (or 3–18 damage), the aforementioned Holy Smite will do 20–80 damage at Level 20 alone, which increases by 1–4 damage each level afterwards. You can figure out which is better.

SUMMON DEVA/FALLEN DEVA

RATING: SILVER

It summons a rather powerful angelic creature. This spell is good, but nonetheless is worse than the aforementioned Elemental Summoning and Greater Elemental Summoning, which takes the crown as best summon spell ever. If you feel yourself truly needing more summon spells, then our advice would be to summon more of the said spells. If you really need more variety, Devas are quite good, but they're not quite up to par with the Elementals.

THIEF/BARD POOL

THIEVES, BARDS

ALCHEMY

RATING: BRONZE

Not particularly useful, Alchemy allows the concoction, randomly, of one of the following potions (once a day):

1) Potion of Master Thievery
2) Potion of Perception
3) Potion of Extra Healing
4) Potion of Superior Healing
5) Potion of Regeneration
6) Antidote
7) Oil of Speed
8) Potion of Frost Giant Strength

However, most equipped parties will already have plenty of such potions lying around, and, if not, then you should be able to go buy yourself some. Don't waste your time, though, as there are plenty of better abilities for your high-level character to amuse himself with.

ASSASSINATION

RATING: BRONZE

Thieves and Bards are good in battle, and especially good at Backstabbing, but one of their weaknesses is their hits per round. By allowing every hit in the following round to act as a Backstab (applying the character's existing Backstab modifier to determine damage), this ability could be great if only the Thief had a good number of attacks per round to actually make use of the ability. Yet, Thieves do not, so unfortunately this ability isn't very beneficial.

AVOID DEATH

RATING: BRONZE

Avoid Death is an interesting last-minute ability. Lasting for five rounds, the user's save vs. death receives a substantial bonus of 5 along with a small 20-point HP bonus, and immunity to death magic (like Death Spell). The end result of this spell can be the character still being alive, but in negative hit points. It only lasts for five rounds, though, so you'd have to use this when you're nearly sure you're about to die. And, if you know that, you should be able to pull your Thief out of combat in time to heal. Still, there are those couple of times when this will come in and be a true lifesaver, enabling you and your party to make it out of a particularly tough fight alive. Mostly, though, the character will end up dying regardless.

ENHANCED BARD SONG

RATING: SILVER

Bard Only

Enhanced Bard Song is an extremely powerful, but questionable, ability. This song gives the user a monumental 10-point bonus to his AC and small but noteworthy 10% bonus to magic resistance. More importantly, the song also gives all party members a huge +4 to hit, a nice +4 to damage, and a stellar -4 to AC. And that's not all: There's also immunity to Fear, Stun and Confusion, +5% magic resistance, and immunity to normal weapons. With all of this, Enhanced Bard Song truly is enhanced. The decision, really, is whether these amazing enhancements will benefit your party more than the Bard being in action himself. More often than not, it won't—but don't despair. When your Bard is near death and needs to leave the battle to recuperate—and being a Bard, this will happen often—this is the ideal thing to do not only to keep him safe, but also the entire party. Also, if you're using your Bard as a spellcaster, you can have him sing this song between castings. It surely offers versatility and power, but the question is just how much you'll use it, which depends on you and your Bard.

Note: *This ability replaces the current Bard Song.*

EVASION

RATING: BRONZE

All right—another good ability gone bad. Conceptually, a bonus of 4 to AC and 2 to all saving throws looks decent enough. Realistically, it does deliver, but only for a measly three rounds. Frankly, three rounds of a small, subtle combat enhancement won't make much difference at all in the long run, and are not worth your time in the least. If you're getting hit too much, try improving magical armor. Talk to your trusty Imp in your Abyssal Plane and see what he can do. Or, better yet, look on page 138 for a complete list of combinations. Those enhancements last indefinitely, and can help a lot more. That's what they are there for.

GREATER EVASION

RATING: SILVER

requires Evasion

Greater Evasion is actually decent enough on its own, but requires you to first learn the abysmal normal Evasion. This new, upgraded version now lasts for five rounds, grants a sizeable AC bonus of 6, and adds 3 to all saving throws. Moreover, Greater Evasion increases the Thief's movement rate by 100%—but won't make a difference if your character is Hasted in battle, and he should be by now. More importantly, it prevents normal missiles from striking. The AC bonus is actually very noticeable, and the saves help those resistances. None of this will redefine your character, but it can be helpful in battle to lessen the brunt of the attack, and to enable you to survive longer. It would be recommended, but due to the prerequisite of Evasion, we would recommend waiting until you already have the better abilities. If you still need it after that, then go ahead and invest to get it.

MAGIC FLUTE

RATING: BRONZE

Bard only

Magic Flute basically creates a wand that casts spells that either you or someone else could cast on your own. That wand also casts spells that aren't very useful and, least of all, damaging. If you care, here are the spells that the flute can cast:

• Resist Fear (Party) - 1 charge ; Globe of Invulnerability - 1 charge; Delayed Blast Fireball - 3 charges; and the flute acts just like a wand and lasts for one day.

SCRIBE SCROLLS

RATING: BRONZE

requires Use Any Item

Much like Alchemy, Scribe Scrolls enables the following selection of bad spells to be pulled out of thin air:

1) Magic Missile
2) Haste
3) Fireball
4) Dispel Magic
5) Dire Charm
6) Invisibility
7) Cone of Cold
8) Monster Summoning II
9) Monster Summoning III

Accompanying this description is a small quip between Volo and Elminster in the manual. To quote, "The art of spell scribing is best left to Mages and Wizards," Volo remarks. Elminster retorts, "For once we are in complete agreement." We add, "Agreed. For once we all are in complete agreement." In simpler words, forget this ability—it's awful.

SET SPIKE TRAP

RATING: GOLD

Probably by now you're thinking "When, oh when, will Thieves get a worthwhile ability?" We hear you and have a bit of news: The Traps are the line of abilities that really make Thieves great in *Throne of Bhaal*. This particular one is set and remains inactive until a creature trips it off by walking over it. And, oh, when that happens. Taking a huge 20d6 damage, this trap will make mincemeat out of the unsuspecting creature that triggers it. Strategies abound for these traps: One great tactic is to set the trap between you and a group of enemies. Summon in a creature beyond the trap and attract the attention of the baddies. Once the summoned creature has been killed, attract the enemies with your ranged weaponry and wait for them to activate the trap. As they say, the result is priceless.

SET EXPLODING TRAP

RATING: GOLD

This is another immensely powerful trap that explodes into a fireball, causing all victims in the area to take 10d6 damage (save vs. spells for half damage), and will knock all of them off their feet momentarily. It's just as powerful as the Spike Trap, only this one is better against groups.

SET TIME TRAP

RATING: GOLD

Here is one of the single coolest abilities any class has at their disposal. When this trap goes off, a mini-Time Stop spell is cast for the Thief. Lasting 10 seconds, the Thief has that much time to do anything at all. With 10 seconds, you get massive free attacks against any enemy on-screen, precision combat with Backstabbing easily done; and to top it all off, no one can fight back. This ability is priceless for dealing with large groups, aggravating archers, and for taking out Mages before their spell defenses are up. As long as your Thief knows how to fight—and fight hard—he should have this ability.

USE ANY ITEM

RATING: SILVER

Just as it sounds, Use Any Item enables your character use any item. So, now you can have your character use giant two-handed swords with absolutely no skill in it at all, you can have him wear killer armor that disables his class abilities, and you can even have him use wands that any other Mage in the party easily could. Fortunately, there are a few uses for this that can make Use Any Item very useful. First, some of the better armor that won't disable class abilities is still restricted away from Thieves and Bards. This will negate that, as well as doing the same for some of the better weaponry and accessories. Overall, this can open up exciting new gear possibilities, but equivalent gear to what this will provide can often be found for Thieves or Bards merely with hard work and diligence—and without a costly High-Level Ability.

WIZARD POOL

WIZARDS, SORCERERS

COMET

RATING: GOLD

Much Like Meteor Swarm, this spell is a massive area effect spell that damages a huge area. Blissfully, this one does not harm party members. In details, Comet not only does 10d10 damage, but also knocks down all enemies in the area. Both of these abilities are outstanding, and will help tremendously. The "knock down" facet of this spell will basically give you a free turn to attack, which is immensely helpful. Lastly, Comet also forces on those who are knocked down a stun for 1d4 rounds if the save vs. paralyzation is failed. With no saving throw allowed against the damage, this is our new favorite area effect spell, and with the new trend of not damaging party members, it can be used anytime, anywhere.

Note: *This spell will not harm party members.*

DRAGON'S BREATH

RATING: SILVER

For some odd reason, this spell never works as well as it sounds. Touted as dealing 20d10 with a massive fireball and knocking targets back, the targets almost always save vs. breath to take only half damage and negate the breath itself. But, moreover, this spell never even seems to do 10d10, and though it may be luck, we rarely, if ever, see anything close to the possible 100 points of damage. For an area effect spell, use Comet. You get the damage, this time in reality, as well as a nice free turn of combat.

Note: *This spell will not harm party members.*

ENERGY BLADES

RATING: BRONZE

Turning the caster into a veritable range-weaponed powerhouse, Energy Blades bestows a +5 disc (+10 to hit) for every level of the caster, and does 1d4 missile damage, with an extra 1d10 Electrical damage. I know, you're probably thinking that this is simply an ammo spell, but these discs, while held, set the caster's attacks to 9. So, though it's nice to have nine attacks with some nice damage, the caster still has to be able to hit first, and no matter how fast these discs can be thrown, casters are still casters. If you have a caster this high, try casting spells instead of worrying about ranged damage. You'll thank us later. So, though it's nice to have while your caster is idle, there are plenty of better spells out there.

IMPROVE ALACRITY

RATING: BRONZE

Improved Alacrity makes little realistic sense. In essence, this spell erases the gap between when a caster finishes his spell and begins the next. But, only lasting two rounds, this would not give enough time for it to have any effect at all on any spell with a large casting time. What this will do is enable you to cast a good few Magic Missiles all together in fast repetition. Unfortunately, that's not too helpful at such high levels, and you'd be better off using your few ability points elsewhere—that is, unless you have a passion for Magic Missile.

SUMMON PLANETAR/DARK PLANETAR

RATING: GOLD

Planetars are much like Devas (for Priests), except that without the competition in their High-Level Abilities for summon spells, this one is actually very good. Planetars have an amazing repertoire of high-level Priest and Mage spells, and work as an exemplary secondary caster. Be careful of their low hit points though, but don't overlook them. They may not work as a good decoy as some of the smaller summons, but with their spells, these pack a punch almost as good as a full caster, albeit for a limited time.

WIZARD SPELLS

When asked about Mages in AD&D, the most frequently asked question is usually something along the lines of, "Which Mage school is the most powerful?" To be honest, we don't have a good answer. Power is relative. You can have a powerful Necromancer, just as you can have a powerful Invoker. It all depends on exactly *how* you want to play your Mage. If you're looking for the *Diablo*-esque power Mage who can simply bash his way through anything and everything with little effort, then you're going to want a Mage who can learn Invocation/Evocation spells. On the other hand, if you'd rather be more crafty and set up lots of illusions to confuse your enemies, think about someone with Illusion/Phantasm spells. Make sure to use this chart to plan and see what you'll be able to learn with your specific Mage, and which ones you won't be able to learn (because of your opposition school).

If you're really not sure even after reading this entire section, your best bet is to just stick with the standard Mage who can learn all of the spells. You'll be more than happy with a good jack-of-all-trades, trust us.

The Eight Schools of Magic

Abjuration (Abj.)

Most of the spells that deal with Abjuration are protective magics, most of them are mid- and high-level specialized spells.

Alteration (Alt.)

Alteration is a versatile school, with all sorts of spells that change the current condition of an already existing thing, creature, or condition.

Conjuration/Summoning (C/S)

Conjuration usually brings items from elsewhere, while Summoning actually calls forth a being of some sort from another plane.

Necromancy (N)

Very restrictive, Necromancy deals with death and restoration. Unfortunately, there aren't very many Necromancy spells in the game—only 15!

Divination (D)

Divination is the most limited of all all eight schools, mainly dealing with utility-type magics. There are only *eight* Divination spells in *BGII*.

Illusion/Phantasm (I/P)

The Illusionist is the master of all things deceiving, often playing with the senses and minds of others. Illusionary magics are highly powerful in *BGII*.

Invocation/Evocation (I/E)

Invocation and Evocation are the spells that most people imagine when they think of AD&D and magic. You've got your Fireball, your Lightning Bolt, and other such wickedly destructive magics. Above all, make absolutely certain that you don't pick a spell school with Invocation/Evocation as its opposition school.

(Note: In case you were wondering, the opposition school that cannot learn I/E spells is Enchantment/Charm).

Enchantment/Charm (E/C)

Enchantment/Charm spells are some of the most powerful in the game, often changing the qualities of an item, person, or creature. There are so few Enchantment/Charm spells in *BGII*.

Quick Facts

Number of Spells for Each School

Abjuration	34
Alteration	23
Conjuration	38
Necromancy	15
Divination	8
Illusion	14
Invocation	28
Enchantment	15

Just remember that any specialist Mage can learn any spell in the game as long as it is *not* from his opposition school. Check page 9 for the complete breakdown on Mages, their opposition schools, and all of the individual class kits that are available.

Did you know? *Offensive spell icons are red, defensive icons are blue,* **and information spell icons are white.** ***This applies to both Mages and Priests.***

Select Wizard Spells: In Depth

For the most part, the Mage spells in *BGII* are pretty self-explanatory. If the name of the spell is something like "Sleep," you can pretty much guess what it will do. Only a select few require any further analyzation. So, without further ado, we present a few of our favorites!

Magic Missile I/E

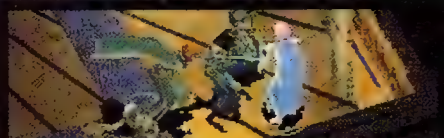
Level 1 Mage Spell

• Without a doubt, Magic Missile gets our vote for the best spell in the game. We realize that you think it's quite simple at its core, and it really doesn't do much but inflict 1d4+1 damage. What you're forgetting is how many times this spell will save your butt, whether it be to interrupt a Mage with its instantaneous casting power, or simply because at Level Nine you know you will hit with at least 15–20 points of damage. What some people don't realize is that very high-level Mages (with RIngs of Wizardry) can have in upwards of 10–12 Level One Mage spells. If all of those are set to Magic Missile, that's a whole heck of a lot of damage ready to go!

Simulacrum I/P

Level 8 Mage Spell

• When you actually get to a level high enough to scribe this spell (Level 16), you'll be in heaven. The Simulacrum comes in at 60% of your HP and at 60% of your overall level. So if you're at max level (17), you'll be able to summon a fully functional Level 10 Mage! *(Note: Your Simulacrum will always have the same spell setup that you currently have, only being limited by his level.)*



You can always tell a Simulacrum by the light blue color to the body (the one on the right).

Spell Trigger I/E

Level 8 Mage Spell

• Spell Trigger is one of those spells that doesn't do anything by itself, but when combined with other havoc-causing spells, such as Magic Missile or Lightning Bolt, it starts to get scary in short order. With this spell in your repertoire, your Mage starts to operate like a mobile magic unit who's capable of dealing out some serious damage with surgical precision. You can chain together any combination of three spells that you want to unleash, whether they are offensive or defensive—it doesn't matter.

(Note: One important thing to remember with Spell Trigger is that you can only sequence spells that are of sixth level or lower).

WIZARD SPELLS

Select Wizard Spells: In-Depth

SHIELD SPELL TECHNIQUES

• We had a pretty good feeling that the majority of gamers will have little trouble using 90% of the spells in *BGII*. But when we asked ourselves about that other 10%, we felt that it needed some clarification. In the chart below, you'll see every shield spell in the game, along with every spell that can break (or dispel) it. Because there are so many variations and wacky shield combinations, it may look complex at first, but stick with it and eventually you'll learn to love it!

Shields/Enhancements		Dispel Magics/Breakers
LEVEL	PROTECTIVE SPELL	DISPEL MAGIC
1, 3, 4	Armor, Ghost Armor, Spirit Armor	Breach
2, 4	Invisibility/Improved Invisibility	Detect Invisibility, Detect Illusion (only on standard Invisibility), Oracle
3	Non-Detection	Detect Illusion, Oracle, True Sight
3	Minor Spell Deflection	Spell Thrust, Secret Word, Pierce Magic, Ruby Ray of Reversal, Pierce Shield
3	Protection from Fire, Cold, Acid, Elec.	Breach
4	Minor Globe of Invulnerability	Spell Thrust, Secret Word, Pierce Magic, Ruby Ray of Reversal, Pierce Shield
4	Fireshield (Red and& Blue)	Breach
4	Stoneskin	Breach
4	Otiluke's Resilient Sphere	Dispel Magic
5	Minor Spell Turning	Spell Thrust, Secret Word, Pierce Magic, Ruby Ray of Reversal, Pierce Shield
5	Spell Immunity	Spell Thrust, Secret Word, Pierce Magic, Ruby Ray of Reversal, Pierce Shield
5	Spell Shield	Secret Word, Ruby Ray of Reversal, Khelben's Warding Whip, Pierce Shield
5	Shadow Door	Oracle, True Sight
5	Protection from Normal Weapons	Breach
6	Globe of Invulnerability	Pierce Magic, Ruby Ray of Reversal, Pierce Shield
6	Spell Deflection	Secret Word, Pierce Magic, Ruby Ray of Reversal, Khelben's Warding Whip
6	Protection from Magic Weapons	Breach
6	Mislead	True Sight
6	Protection from Magic Energy	Breach
7	Mantle	Breach
7	Spell Turning	Secret Word, Ruby Ray of Reversal, Khelben's Warding Whip, Pierce Shield
7	Protection from the Elements	Breach
7	Projected Image	True Sight
8	Improved Mantle	Breach
8	Protection from Energy	Breach
8	Simulacrum	True Seeing
9	Absolute Immunity	Breach
9	Spell Trap	Ruby Ray of Reversal, Pierce Shield

• After studying this chart long and hard, you'll come to the conclusion that there are four key "breaker" spells that your Mage should always have memorized. They are Dispel Magic, Breach, True Sight, and Ruby Ray of Reversal. With these four spells, you will be able to dispel any sort of magical shields or protective abilities that your enemies are using. *Game on!*

(Note: The ninth level spell "Spellstrike" will dispel any one of these protective magics on the chart. The problem is that it's a Level Nine spell, and you cannot scribe it even if you hit the level cap.)

Monster/Creature/Elemental Summoning

All Mage Spells (Conjuration/Summoning)

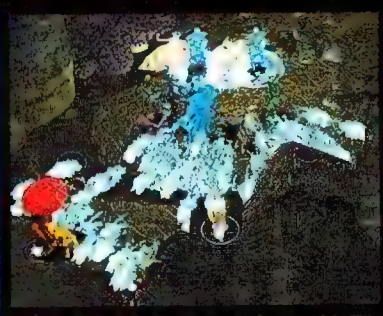
• Although BioWare tweaked down the Monster Summoning quite a bit since the first installment of *Baldur's Gate*, it still remains a powerful element in *BGII*. It's not because the monsters themselves are so ridiculously strong, but because they let you get away with cheap tactics.

• One thing to note is that you'll only be able to control *five* monsters at any one given time. This includes any combination of elementals, monsters, or animals. In the original *BG*, you could simply overwhelm enemies with a few wands of monster summoning, but now you'll need to use clever tactics to stay ahead.

Example #1: *Break out the Wizard Eye and have it explore along with your monsters, making them a somewhat risk-free scouting party.*

Example #2: *You can also use your monsters to clog up doorways in dungeons, thereby granting your mages the necessary time to ready their massive offensive spells.*

The possibilities are endless, especially so with the wide variety of situations in *BGII*.



Now this is a scouting party! Go, monsters, go!

PRIEST SPELLS

For the most part, Priest spells work exactly like Mage spells: They have casting times, ranges, and even belong to certain spell schools. The first primary difference is the fact that the Cleric, Druid, and Ranger don't have any specialization choices to make like the Mage does. So, in other words, you can't have a Necromancer Cleric, or an Invoker Druid. You pretty much just go with what they get, and that's the end of it. The second major difference is that Clerics, Druids, and Rangers all acquire spells at level-up, instead of by scribing the material to their spellbook. What does this mean to you? There's no hassle with searching for spell scrolls to scribe, and no extra expenses for actually buying the scrolls themselves.

And, as for the eternal question: "Who is tougher, Mages or Clerics?" Well, we won't even go there. Even though (*cough*) Mages (*cough*) totally overwhelm everyone in the game...

Select Priest Spells: In Depth

Players tend to think that because Clerics deal primarily with healing and restoration magics, they usually have little to offer in the ways of powerful offensive magic. Oh, how wrong they are! Cure spells are definitely the Clerics' mainstay, but just check out some of their offensive spells!

Curing/Healing Spells

Look at that shine! And it couldn't ever be done without the help of a Cleric (or Druid)!

• Any and all cure spells are the life and blood of a cleric. Without them, he is really nothing more than a cool-looking guy with a hammer. For the most part, the Cleric's main role is to heal, and keep healing until all of his party members can return to battle. When characters are finally healed, that's when he can resort to other spells with a more offensive attitude.

• Don't be afraid to put almost *all* of your memorized Cleric spells to curing and restoration spells. For the first half of the game, this is almost essential to your success.

• Mass Cure is one of our favorite "oh, no—everyone's dying" spells. It's fast and it hits everyone in your party without taking the time to stop and pick one specific character. Sometimes, it even helps to just have two Clerics repeatedly cast the spell to stay ahead of the damage being dealt to your front-line fighters. You'll get a better feel for it once you use a few times.

Raising Dead/Resurrection

Believe it or not, that little pile of stuff will soon be a fully resurrected character!

• Raise Dead is basically a very low-level revive spell, enabling you to revive one of your lost party members with minimal HP gained. On the other end of the spectrum, you've got Resurrection, which both revives a character *and* completely refills his HP. In battle, it's critical to have those extra HP when you're revived, especially when you're practically naked and you need to sift through all that gear laying on the ground below.

• Some of you are probably wondering how long it will be until you get your Cleric up to a high enough level to use these spells, right? Well, it won't take you too long. Unlike Mages, your Clerics learn their spells upon level-up.

***Note:** It's important to remember that Raise Dead and Resurrection are only good if your character does not get whacked during combat. If one of your party members does get whacked, you can just kiss him goodbye forever as there is no chance of reviving him. There is of course, the good ol' reload icon.*

Offensive Magics/Attack Spells

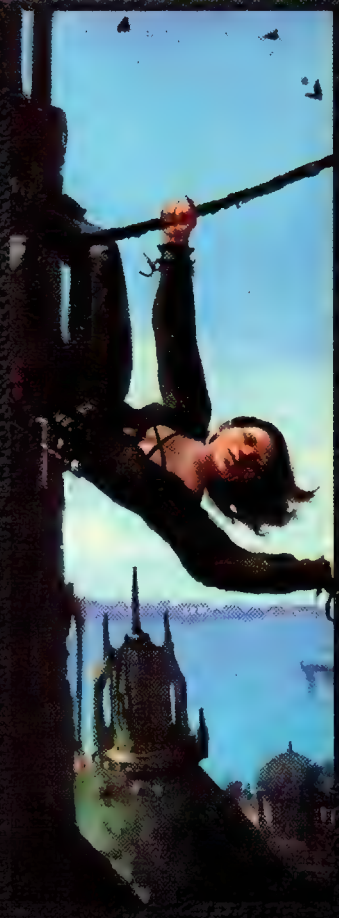
Fire Storm can make short work of anything in its wake. Just check out the coverage!

• Offensively, Priest spells aren't quite as powerful as Mage spells—in general. But notice that's *in general*. There are a few Priest-specific spells that really rock the house when it comes to raw damage potential.

• Fire Storm (Level 7) is an absolute monster (for a Cleric), dishing out almost as much damage as the Mage spell, Meteor Storm (Level 9). Let's take a closer look:

Meteor Storm (Mage spell) does anywhere from 4–40 damage for four rounds, as long as the target stays in its field of destruction. This is solid damage!
Fire Storm (Cleric spell): does 2d8 + 1 point for every level of the caster, and also lasts for four rounds. Potentially, this spell could do 37 (16 +21) points of damage per round!

• So as you can see, it's not *that* much worse than the Level Nine Meteor Storm spell—and this is only one specific example out of dozens!



THE SPELL APPENDIX

WIZARD SPELLS

***IMPORTANT NOTE:** Many of the spells listed here and in the game will cite that a certain effect and/or an additional portion is dependent on the caster's level. For example, the damage of a spell may be 1–4 damage per level. All such effects are capped at Level 20, and the caster's level beyond this will not add additional effects to the spells.*

LEVEL ONE

Critical Spells:

scrl68	**Burning Hands**
Alt.	A handy little fire spell that does very little damage at low levels, but gets better as you go higher (it gains two points of damage per level).

WIZARD SPELLS

scrl70 Color Spray

Alt.
This spell usually renders low-level creatures unconscious, but rarely affects high-level ones. Be careful as you *can* hit your own party members...

scrl80 Shocking Grasp

Alt.
Another moderate damaging close range spell (doing 1–10 points of damage). Good for low-level Mages, but not much else.

scrl84 Larloch's Minor Drain

N
This spell drains your target by 1–4 HP, and returns the damage to the caster. It is possible to go above your maximum HP with this spell.

scrl82 Chill Touch

N
This spell deals out 1–8 points of damage, and it also forces the target's THACO to incur a -2 penalty when it connects. Offense *and* defense, baby!

scrl75 Identify

D
An absolute essential spell to complete *BGII*, unless you plan on spending some serious cash to identify all those magic items you find.

scrl76 Infravision

D
Unfortunately, we found this spell to be completely useless in *BGII*. Maybe it would work better if it offered a light radius like in *Diablo*?

scrl77 Magic Missile

I/E
Another absolutely essential spell, Magic Missile is one of the few magical energy spells that seems to work on even the toughest of enemies.

scrl79 Shield

I/E
This spell sets the caster's AC to 4 against normal weapons and 2 against missile weapons. This is very useful for low-level Mages.

scrl83 Chromatic Orb

I/E
At seventh level (when this spell is maxed), it does 2–16 points of damage and paralyzes the target for two turns. Again, it's useful at low levels.

scrl5u Reflected Image

I/P
This is like a watered down version of Mirror Image, but it works. Try to stick with Mirror Image (which offers more images per your level).

scrl26 Spook

I/P
When used, this spell makes the caster look more impressive than he actually is. It works well against low-level monsters.

scrl71 Blindness

I/P
Like it sounds, this spell will temporarily blind your target. If it hits, it will raise its AC by 4 and lower its "to attack roll" by 4.

scrl78 Protection from Evil

I/P
Awesome against Nabassus or other such demonic creatures, this spell is critical during all parts of the game.

scrl73 Protection from Petrification

Abj.
Strangely enough, we didn't encounter a single enemy who has a Flesh to Stone effect. Traps on the other hand...

scrl67 Armor

C/S
This spell is very low level, and only drops your AC to 6. If you're already below that (which most of you are), don't even waste your time.

scrl66 Grease

C/S
This one explodes like a Cloudkill spell, but instead of damaging your targets, it simply slows them down. Great for use with Archers.

scrl6d Find Familiar

C/S
Here's one of the cooler (and more complex) spells in the game, check our sidebar on the Wizard page of the character-creation section.

scrl69 Charm Person

E/C
Overall, it's one of the most useful spells when you encounter problems in town. It's a critical spell to complete certain quests with ease.

scrl81 Sleep

E/C
Like the name sounds, this spell puts targets to sleep. Note that it only works on very low-level monsters, which makes it somewhat useless.

scrl72 Friends

E/C
This spell grants the caster 2d4 of CHA points to his ability score (temporarily). Use it before you talk to a merchant to get better prices.

I/E Nahal's Reckless Dweomer
If you're a Wild Mage, this spell will attempt to enable you to recast any spell in your spellbook that you have either already used or don't have memorized. Be wary—there is a random chance that you will get your spell or get something that could be good or could be bad. Use this only in a worst-case scenario.

ABJ. Chaos Shield
This spell increases your chances of having success with Nahal's Reckless Dweomer. Specifically, it adds 15 to the dice roll for success. Also, it helps to prevent some of the odd side effects of said spell as well.

LEVEL TWO
Critical Spells:

scrl91 Knock

Alt.
The Knock spell unlocks doors, chests, and magically sealed containers. It's really only useful if you don't have any thieves in your party.

scrl98 Strength

Alt.
If your character has below 18 STR, then this spell will raise him up to 18/50. If not, then it will actually lower it. Be sure to keep track!

scrl3g Vocalize

Alt.
This spell is useful when one of your spellcasters has been silenced, since it doesn't actually work if the caster himself has been silenced...

scrl1c Ghoul Touch

N
This spell works much like a Hold Person spell, except you have to be up close and personal for it to take effect. *Useful spell!*

scrl89 Horror

N
The main problem with Horror is that most players don't want to make enemies run away in fear. Especially since it only works on weasels...

scrl92 Know Alignment

D
This spell is absolutely useless. It's fun if you're particularly suspicious of someone you're talking with, but otherwise...

scrl87 Detect Invisibility

D
For low-level Mages, this spell is critical. If there are any hidden or invisible creatures nearby, this will dispel all of the effects.

scrl16 Aganazzar's Scorcher

I/E
It has a long cast rate, but it does decent damage (3–18 points of damage). You'll use it in the beginning of the game, then not much after.

scrl99 Web

I/E
Web only works when you cast it into a room that is otherwise unexplored. If the targets get stuck, why not rip them with a Fireball after?

scrl97 Stinking Cloud

I/E
We found this spell to be useful when used in conjunction with the Animate Dead spell (since the skeletons are impervious to the cloud's effects).

scrl85 Blur

I/P
Blur reduces the mage's AC by 3, no matter what your current AC happens to be. This is one of our favorite simple defensive spells.

scrl1a Deafness

I/P
Cast this spell on an enemy spellcaster to lower his successful casting rate by 50%. Great for those darned Cowled Wiz... er, never mind.

scrl90 Invisibility

I/P
Did you know that you can cast this on your Thief, and then have him Backstab as normal? He will receive no penalties...*sweet!*

scrl96 Mirror Image

I/P
At Levels 12 and higher, you will receive eight reflections when you cast this spell. Each image will absorb one hit before disappearing.

scrl94 Resist Fear

Abj.
Fear effects are common, which is why this spell is actually worth keeping on one or two of your party members at all times (when in battle).

scrl6e Power Word Sleep

C/S
Unfortunately, this only works on character with fewer than 20 HP. Let's see, you can use it on Gibberlings, if you want, or maybe Baby Spiders...

scrl95 Melf's Acid Arrow

C/S
This spell hits for initial damage, and then follows up with two more hits for the next two turns. It works wonders as a spellcaster disruption tool!

scrl23 Glitterdust

C/S
Glitterdust is like an area-effect version of Blind, causing enemies to suffer -4 to their attack rolls and AC. We like this spell for its simplicity.

scrl6f Ray of Enfeeblement

E/C
If this spell hits, it reduces the target's STR ability to 5. Effective for specialized situations or against enemies with bad saving throws.

scrl93 Luck

E/C
While there aren't officially any "Luck" stats in the game, this spell *can* increase your success rate of certain skills. Or so we're told...

LEVEL THREE
Critical Spells:

scrl1h Haste

Alt.
One of the most critical spells in the game, you'll probably find yourself using Haste even when you're outside of battle. *Absolutely top-notch!*

scrl10 Slow

Alt.
The opposite of Haste, use Slow to knock the edge off those speedy characters that just don't give up. We like this one as a defensive spell.

scrl1p **Skull Trap**
N
This spell is much like a Glyph of Warding because it stays until crossed by an enemy (or ally). It explodes for moderate damage in a 30-foot radius.

scrl6l **Hold Undead**
N
This spell is much like Hold Person, except that it only works with Undead creatures. We found it somewhat useful now and then.

scrl1q **Vampiric Touch**
N
This spell will max out at 3–36 points of damage for a 12th level caster, which isn't incredible, but definitely isn't too scrubby, either.

scrl6k **Detect Illusion**
D
This spell will get rid of any 3rd level or lower Illusion/Phantasm spells. It takes care of things like Mirror Image, Invisibility, Non-detection, etc.

scrl1d **Clairvoyance**
D
This spell will uncover an entire area, although the area will remain under the fog of war (unlike the Farsight spell). *Extremely useful!*

scrl1a5 **Melf's Minute Meteors**
I/E
Each meteor inflicts 1d4 of damage, and the caster gets one for each experience level attained (nice at Level 17).

scrl1a5 **Lightning Bolt**
I/E
At maximum level, it will do 10d6 points of damage. It's one of the most effective spells in the game when combined with spells like Spell Trigger!

scrl1g **Fireball**
I/E
Like Lightning Bolt, Fireball does 10d6 points of damage at maximum level. The only problem is that darn blast radius...

scrl1j **Invisibility 10' Radius**
I/P
Anyone within ten feet will be invisible following the successful casting of this spell. It's very useful when you're in tight areas.

scrl6j **Spell Thrust**
Abj.
The important thing to remember with Spell Thrust is the fact that it will dispel all Enhancement/Protective magics of 5th level and lower.

scrl1n **Protection from Normal Missiles**
Abj.
This will protect the caster from all forms of missile attacks, as long as it's not magical in nature (like Magic Missile or enchanted arrows of any type).

scrl6g **Minor Spell Deflection**
Abj.
This spell is tricky, but for the most part it simply absorbs spells that are cast directly at the caster.

scrl1a7 **Remove Magic**
Abj.
Much like Dispel Magic, except it only works on enemies instead of both enemies and allies. *Very useful!*

scrl1m **Non-Detection**
Abj.
This spell is nice to cast on your Thief right after you made him invisible. Basically, it prevents him from being detected.

scrl6i **Protection from Cold**
Abj.
This spell absorbs 50% of all cold-based damage inflicted on the caster. Unfortunately, not many enemies use cold-based attacks.

scrl6h **Protection from Fire**
Abj.
Like Protection from Cold, except this one absorbs 80% of all fire damage. In *BGII*, this is more useful because it seems like enemies are always using Fire.

scrl1o **Dispel Magic**
Abj.
If some of your party members are enchanted by a Confusion- or Emotion-based spell, whip out some Dispel Magic action and free them of their trouble.

scrl1t **Ghost Armor**
C/S
Ghost Armor gives the caster a fake set of plate armor, lowering his/her AC to 2. Nice, but we say you should wait for Spirit Armor...

scrl1l **Monster Summoning I**
C/S
Monster Summoning has been toned down in *BGII*, only letting the player be in charge of *five* monsters at any one time.

scrl1f **Flame Arrow**
C/S
At 15th level, this spell can deal out 5d6 (x3) points of damage. Although we never got it to work, that's massive!

scrl1i **Hold Person**
E/C
This spell basically does exactly what it says—it holds people. If you can stop one or two guys, it's well worth the trouble of casting it.

scrl1s **Dire Charm**
E/C
This spell works almost exactly like the standard Charm Person spell, except it has a greater success rate due to the saving throws.

LEVEL FOUR

Critical Spells:

scrl5j **Otiluke's Resilient Sphere**
Alt.
This spell can be used to effectively "lock-down" an enemy spellcaster, thereby preventing him from casting spells.

scrl5l **Polymorph Other**
Alt.
Use this on lower-level enemies and permanently morph them into something else. We used this spell very rarely, if ever.

scrl5m **Polymorph Self**
Alt.
This spell enables you turn into either a Gnoll, a Spider, an Ogre, or a Mustard Jelly. It's nice, but if shapechanging is your thing, why not play a Druid?

scrl1v **Stoneskin**
Alt.
There is none better than Stoneskin when it comes to protecting your Mage. There is, but you know what we mean. It's simply an *awesome* spell!

scrl6q **Teleport Field**
Alt.
This spell is extremely useful when surprised, as you can cast it to randomly warp all of your enemies to other locations while you prepare for battle.

scrla1 **Wizard Eye**
Alt.
The ultimate in scouting spells, this spell is the next best thing to having a Familiar. It can't attack or make witty comments, but it can *see*!

scrla8 **Contagion**
N
If it connects, the Contagion spells will reduce your targets STR, CHA, and DEX by two points.

scrl5k **Spirit Armor**
N
The best of all the armor spells, this one lowers the AC down to 1, and also adds a +3 bonus to save vs. magical attacks.

scrlaq **Farsight**
D
Use this one to check out suspicious areas on the map—it's especially nice because you don't need to have the area exposed for this spell to work.

scrl6p **Minor Sequencer**
I/E
This spell will sequence two spells that are second level or lower. It's a wicked spell for both low- and high-level Mages!

scrl1x **Ice Storm**
I/E
Ice Storm will deal out 2d8 points of damage for four rounds, covering a 40-foot radius. It's powerful, but very limited because of its range.

scrl6n **Fire Shield (Red)**
I/E
Fireshield Red is one of the greatest spells around, offering both 50% fire resistance along with a shield that damages enemies at close range. *Wicked!*

scrl1w **Fire Shield (Blue)**
I/E
Just like Fireshield Red, except this one protects from cold damage. Because cold is used, we don't like it as much as Fireshield Red.

scrl1y **Improved Invisibility**
I/P
Like it sounds, it's basically "improved" only because the caster can attack while invisible, whether it be magical or otherwise.

scrl1z **Minor Globe of Invulnerability**
Abj.
The important thing to remember about Minor Globe is that it blocks third-level spells and lower.

scrl5g **Remove Curse**
Abj.
Should you happen to stumble into one of the game's many cursed items, this spell will help you take it off and rid yourself of its negative effects.

scrl6o **Secret Word**
Abj.
This spell randomly dispels one eighth level (or lower) spell from the target. Useful, albeit very general.

scrl2a **Monster Summoning II**
C/S
Slightly better than MS I, this one summons 12 HD of monsters instead of 8 HD. Not bad, but MS III is better...

scrl6r **Spider Spawn**
C/S
This spell becomes useful when your mage hits 12th level, as it summons a Sword Spider instead of the normal Giant Spider.

scrl1u **Confusion**
E/C
Like it sounds, this spell causes the target to become confused. Creatures with low WIS are more easily affected by this spell.

scrl5i **Greater Malison**
E/C
Greater Malison essentially lowers all of the target's saving throws by 4. This is a great spell to cast right before hitting a Death or Confusion spell.

scrl5h **Emotion: Hopelessness**
E/C
If this spell connects, your enemies will simply drop to the floor and give up. We didn't use it much, though.

scrl6m **Enchanted Weapon**
E/C
This spell summons forth a weapon that is +3, and whether it be axe, mace, long sword, or short sword is entirely up to the caster.

LEVEL FIVE

Critical Spells:

scrl2d **Animate Dead**
N
Skeletons are very powerful in *BGII* because they are immune to the psionic abilities of the Mind Flayers. Get this spell as soon as possible!

WIZARD SPELLS

scrl6w — Oracle
D
The important thing to remember about Oracle is that it dispels all fifth level and lower Illusion/Phantasm spells.

scrl6z — Phantom Blade
I/E
The Phantom Blade is a +3 sword that your Mage can wield like a standard weapon, with an extra bonus of +10 against undead creatures.

scrl2e — Cloudkill
I/E
Cloudkill is like a giant poison cloud, basically hitting everyone within its radius with 1d10 damage for every round that they remain.

scrl2f — Cone of Cold
I/E
The higher your level, the more explosive this spell becomes. It increases in both range and damage, making it one of our favorites.

scrl2r — Sunfire
I/E
An awesome defensive spell for a solo mage, Sunfire is just like Fireball, but without any damage inflicted to the caster.

scrl2k — Shadow Door
I/P
This will temporarily enable the caster to remain unseen, and can only be dispelled by a True Seeing spell.

scrl6u — Breach
Abj.
Breach takes care of most of the minor combat protections that a Wizard might currently be wearing (i.e. Armor, Shield, Protection magics).

scrl6v — Lower Resistance
Abj.
If you want to pound on Drizzt Do'Urden, try hitting him with two or three of these spells (the percentage is cumulative).

scrl7d — Minor Spell Turning
Abj.
Essentially, this spell bounces back all Level Four spells (and lower) back to the original caster. Very useful for Charm and Hold spells.

scrl6s — Spell Immunity
Abj.
Very powerful, this spell renders the caster immune to all spells from one specific school of your choice (you'll be prompted once you cast it).

scrl8x — Spell Shield
Abj.
Spell Shield protects the caster against Shield Breakers and Dispel Magics. It will absorb the first spell that hits it, then it will wear off.

scrl6y — Protection from Acid
Abj.
This spell gives the caster complete immunity to all acid-based attacks. Acid attacks are just so rare.

scrl5t — Protection from Electricity
Abj.
Try casting this inside of a small, cramped dungeon in conjunction with your Lightning Bolt spell.

scrl6t — Prot. from Normal Weapons
Abj.
Normal weapons means that you'll be protected from anything that is non-magical. Great for low-level baddies.

scrl7b — Conjure Lesser Air Elemental
C/S
Just like it sounds, you'll create a Lesser Air Elemental. This spell is average at best.

scrl7c — Conjure Lesser Earth Elemental
C/S
Like the Air spell, but this one summons an Earth Elemental. Better than Air, but still mediocre.

scrl6x — Conjure Lesser Fire Elemental
C/S
The main problem with all the elemental spells is that you only get one, and they aren't that tough.

scrl2g — Monster Summoning III
C/S
The most powerful monster summoning that you'll get in *BGII*, this spell is one of the few essential ones in the game.

scrl5o — Hold Monster
E/C
Like the spell Hold Person, except this one works well on monsters instead of people. Helpful, although you'll find it's rarely needed.

scrl5p — Chaos
E/C
For all intensive purposes, this spell is exactly the same as the Confusion spell. Save yourself the money and buy a different scroll.

scrl5n — Domination
E/C
This spell enables the caster to control the actions of the affected, using them for whatever purposes he wishes. We like this spell a lot...

scrl5q — Feeblemind
E/C
Cast this on an enemy Mage to temporarily disable him from casting spells. Try using Greater Malison to increase your success rate first.

LEVEL SIX

Critical Spells:

scrl7t — Disintegrate
Alt.
Disintegrate will kill whatever it touches (if the save is failed). We noticed that this spell works best against Fighters because of their bad saving throws.

scrl7h — Flesh to Stone
Alt.
Like it sounds, this spell will turn a creature that is made of flesh into a stone statue. Very powerful, indeed...

scrl8c — Stone to Flesh
Alt.
This spell reverses the effects of Flesh to Stone. But unlike the original *BG*, you won't find yourself needing it much.

scrl7g — Tenser's Transformation
Alt.
Essentially, this turns your Wizard into a maniacal fighting machine for the duration of the spell. Useful in melee.

scrl7q — Improved Haste
Alt.
Like regular Haste, but it actually doubles the number of attacks for the target. The major drawback is that it only works on one person.

scrl7i — Death Spell
N
This spell sounds powerful in theory, but it never seemed useful for the situation. Nine times out of ten, it never worked against boss creatures.

scrl7m — True Seeing
D
This spell will dispel *all* Illusion/Phantasm magics within a 20-foot radius of the caster. Find this scroll at all costs.

scrl7s — Chain Lightning
I/E
The nicest thing about Chain Lightning is that it does exactly what the name implies: it chains from one enemy to the next. *Excellent!*

scrl7u — Contingency
I/E
This spell is like a fail-safe, letting you customize certain spells to automatically cast if a certain condition is met. Another excellent Level Six spell...

scrl7r — Death Fog
I/E
This spell is actually like a giant acid cloud, inflicting all sorts of massive damage to those who are in its radius.

scrl7k — Mislead
I/P
This spell creates a non-functioning body double of the caster, thereby misleading enemies into not knowing which body is real and which is fake.

scrl7v — Spell Deflection
Abj.
This spell will deflect any and all spells up to ten levels worth pf power, meaning that it will be gone if it deflects two Level Five spells (5 + 5 = 10).

scrl7f — Globe of Invulnerability
Abj.
Like the Minor Globe, except this spell prevents any spells of fourth level and lower from entering the sphere.

scrl7l — Pierce Magic
Abj.
This spell will cancel one spell that is of sixth level or lower, and it will also lower the magic resistance of the target by 1% per level.

scrl7j — Prot. from Magic Energy
Abj.
This spell will reduce the damage from spell like Magic Missile by 50%, making it very useful indeed.

scrl7o — Prot. from Magic Weapons
Abj.
This spell grants total immunity to all magic weapons. Unfortunately, it only lasts a short while (a few seconds).

scrl7e — Invisible Stalker
C/S
We like Invisible Stalkers because they are simple to control, very obedient, and also quite powerful. Get this spell and you'll thank us later...

scrl8b — Summon Nishruu
C/S
A Nishruu is only effective against an enemy Mage, as it is completely immune to magic, and when it attacks, it actually drains memorized spells.

scrl8a — Carrion Summons
C/S
This spell summons enhanced Carrion Crawlers, which just aren't very useful in *BGII*. Skip this spell if you need the space.

scrl7w — Wyvern Call
C/S
Just like it sounds, this spell summons forth a Wyvern. We found that while they seem cool, they're really not that useful against tougher monsters.

scrl7y — Conjure Air Elemental
C/S
This spell is like its little cousin, except that it summons a standard Elemental instead of a Lesser one.

scrl7z — Conjure Earth Elemental
C/S
Like Air, except this guy is Earth. Useful, but not as good as the Greater incarnations of this spell.

scrl7x — Conjure Fire Elemental
C/S
La la la... you guys know the deal with this one. It summons a big fiery demon that eats everyone around. Actually, we're kidding.

scrl7p — Power Word Silence
C/S
This spell is great, because there is absolutely *no* saving throw. If you cast it, your enemy is silenced for three rounds, period.

LEVEL SEVEN

Critical Spells:

scrl8m — Sphere of Chaos
Alt.
This spell gets our "wackiest in the game" award, mainly because it does everything from healing your target to turning them into a squirrel!

scrl8g — Ruby Ray of Reversal
Alt.
This is one of the only spells in the game to get rid of those goofy Spell Traps the Liches always use. Very, *very* useful!

scrl8v — Control Undead
N
Almost like a Charm spell for undead creatures, we found quite a few uses for this spell throughout the game. Get it and you'll use it.

scrl8o — Finger of Death
N
Even if the creature makes the saving throw against death, this spell usually does about 15 points of damage.

scrl8r — Mordenkainen's Sword
I/E
When created, this sword damage has a +4 weapon, while still giving the caster the ability to continue with other spells.

scrl8n — Delayed Blast Fireball
I/E
This Fireball acts like a Glyph of Warding and just sits until something crosses its path. Great for certain situations.

scrl8l — Spell Sequencer
I/E
This spell allows the caster to sequence three spells of fourth level or lower. Great when used with Lightning Bolts.

scrl8f — Projected Image
I/P
This spell is almost like Simulacrum, except the caster can't move once the image has been made. Only when it dies can he resume movement.

scrl8w — Mass Invisibility
I/P
Just like it sounds, this spell will cover a 30-foot radius with the Improved Invisibility spell. This comes in handy when the whole party needs to stay stealthy.

scrl8e — Protection from the Elements
Abj.
This spell protects against all elements, with a 75% resistance rate. It will also dispel all added effects from weapons.

scrl8d — Spell Turning
Abj.
This spell will reflect 12 levels worth of spells before disappearing. Simply awesome for high-level, one-on-one Mage battles.

scrl8h — Khelben's Warding Whip
Abj.
This spell will dispel one protection spell (up to Level 8) for three rounds, making it valuable when Mages have more than one spell activated.

scrl8j — Mantle
Abj.
This spell renders the caster completely immune to all weapons that are +3 or less. Its only downfall is that it lasts for just four rounds.

scrl24 — Limited Wish
C/S
So many options! So many goodies! Such a weirdo Djinni! You have to tinker with this spell to believe it.

scrl8i — Cacofiend
C/S
This spell summons a demon (like a Nabassu), so make sure to put on Protection from Evil before casting it. If you don't... well, it will probably kill you.

scrl8q — Power Word Stun
C/S
One of our favorite spells because the effectiveness is scaled up according to the amount of HP for the monster your facing: More HP equals more stun time!

scrl8t — Summon Djinni
C/S
Just like it sounds, you can summon a Djinni to help you fight in battle. Unfortunately, though, he won't grant any wishes while he's at it...

scrl8s — Summon Efreeti
C/S
Just like the spell above, except it will be an Efreeti instead of a Djinni. Efreetis are almost the same, except they have legs and are fire-based.

scrl8u — Summon Hakeashar
C/S
Just like the spell Summon Nishruu, but ten times better. This guy is more powerful, has more HP, and is immune to normal weapons.

scrl8p — Prismatic Spray
C/S
The three best effects: Red- 20 points of damage, Orange- 40 points of damage, and Yellow - 80 points of damage. This is a great spell, so use it often!

scrl8r — Mordenkainen's Sword
ABJ.
This spell summons a gigantic +4 sword to fight by your side. Acting as a normal summoned creature, this sword can hit most anything, and is a true asset in combat.

scrl8n — Delayed Blast Fireball
I/E
This Fireball just sits and waits where you cast it until something crosses its path. When you're running/retreating from a group of enemies, cast this behind you, and it might knock enough of them out for you to return to battle.

I/E — Improved Chaos Shield
Like Chaos Shield, this spell increases the chances of success on Nahal's Reckless Dewomer. This spell adds 25 to the dice roll for success, which is added to the bonus already present given each level of the caster.

LEVEL EIGHT

Critical Spells:

scrl9g — Abi-Dalzim's Horrid Wilting
N
This spell inflicts 1d8 worth of energy damage for every level of the caster up to Level 15. That's a whole lot of damage!

scrl9e — Incendiary Cloud
I/E
A huge Cloudkill-like spell that inflicts 1d4 points of damage per level of the caster, affecting enemies for every round they stand in it.

scrl9d — Spell Trigger
I/E
This spell lets you sequence three Level Six (or lower) spells to be hit at one time. Our vote for most useful (and enjoyable) spell in the game.

scrl8z — Simulacrum
I/E
A duplicate of the caster—which is controllable like any other party member, and is fully equipped with spells and attacks—is created. Amazingly useful for the extra spells; acts as another (slightly limited) caster. Almost like an extra party member.

scrlb1 — Bigby's Clenched Fist
Summoning a giant fist to squelch enemies, this will attempt to hold the target for four rounds. Deals 3d6, 4d6, and 6d6, progressively, which adds up to a true ton of damage. However, this spell is often resisted, and, if not, creatures usually break from it after a round or two.

scrl8z — Simulacrum
I/P
A duplicate of the caster is created upon casting this spell, and the duplicate is fully functional with both spells and physical attacks.

scrl9a — Pierce Shield
Abj.
This spell cancels one protective spell of any level (including Spell Trap). It also reduces the magic resistance of the target by 10% +1% per level.

scrl9c — Improved Mantle
Abj.
This spell renders the caster completely immune to all weapons that are +4 or less. Its only downfall is that it lasts for just four rounds.

scrl8y — Protection from Energy
Abj.
This spell offers 75% resistance to almost every type of offensive spell in the game, excluding magical weapons.

scrl9j — Power Word Blind
C/S
Blind all enemies within a 10-foot radius, making them practically helpless against your pressing attack.

scrl9h — Maze
C/S
This spell sends enemies into another dimension. The amount of time they remain mazed depends on their INT score (with lower scores staying mazed longer).

scrl9h — Summon Fiend
C/S
This is a more powerful version of Cacofiend that summons an even more powerful demon. Keep that Protection from Evil handy!

scrlao — Symbol Death
C/S
Like a Glyph of Warding, except this one affects everyone with the Death spell. Note that it doesn't work on things with more than 60HP.

scrl9f — Symbol Fear
C/S
Just like Symbol Death, except this spell instills fear into the enemy instead of killing it. It works more frequently, but the effect isn't as desirable.

scrlap — Symbol Stun
C/S
Our favorite of the three "Symbol" spells, this one works almost all the time, and enables you and your party take pot shots at the frozen enemy.

LEVEL NINE

Critical Spells:

scrl9y — Shapechange
Alt.
This spell lets the caster turn into a Mind Flayer, Iron Golem, Giant Troll, Greater Wolfwere, or Fire & Ice Salamanders. Pretty self-explanatory...

scrl9r — Time Stop
Alt.
The wonder spell, Time Stop, as you may have guessed, stops time for the caster. Giving 30 seconds of free casting, attacking, or retreating, Time Stop will simply enable spells to be chained for massive attacks, defenses to be readied, or to give you just enough time to interrupt an enemy caster.

scrl9v — Wail of the Banshee
N
This spell causes all enemies to save vs. death or die instantly, but the effect thankfully doesn't hurt your allies.

scrl9x — Black Blade of Disaster
I/E
This is the most powerful phantom sword that the Mage can create, and it acts as a +5 weapon.

scrl9q — Chain Contingency
I/E
Just like the Contingency spell, except this one lets you chain up to *three* spells individually set for different conditions!

scr9t **Meteor Swarm**
I/E
A simple spell that does 4–40 points of damage to everyone in its wake. There is no saving throw, so some sort of damage is guaranteed.

scr9m **Spellstrike**
Abj.
This is the single most powerful dispel magic that exists, as it dispels *all* the target's protective magics at once. It's the *best*!

scr9p **Absolute Immunity**
Abj.
This one should be called "Super Improved Mantle"—it protects the caster from all weapons that are +5 or less, but only lasts for four rounds.

scr9z **Freedom**
Abj.
This is the spell to cast if one of your characters has been thrown into a Maze or Imprisonment spell. These scrolls are priceless!

scr9s **Imprisonment**
Abj.
Just like the Maze spell, except this one is *permanent*. That's right—If you get hit by it, you're gone forever. Be careful, though, because all loot will disappear with the creature.

scr9l **Spell Trap**
Abj.
This spell should be called Cheesy Lich Shield (since they use it so much), and it absorbs 30 levels of spell damage! The best protection money can buy!

scr9u **Power Word Kill**
C/S
This spell will instantly kill any creature who is of 60 HP or fewer. Best of all, there is *no* saving throw!

scr9n **Gate**
C/S
This spell summons a Pit Fiend, the most powerful demon in the game. It's a brutally effective creature!

scrb4 **Wish**
I/E
Wish is an upgrade to Limited Wish, and enables the caster to again attempt the impossible. A higher Wisdom enables the impossible to happen more easily.

scrb2 **Bigby's Crushing Hand**
Like Clenched Fist, this spell will attempt to do 2d10, 3d10, and 4d10, progressively. Resisted far less, Crushing Hand does much more damage, and will hold targets in its grasp for much longer. Because of this, a worthwhile short-term paralyzation is also achieved.

PRIEST SPELLS

LEVEL ONE

Armor of Faith
Armor of Faith absorbs a certain percentage of the damage intended for the bearer. At 20th level, it will absorb 25% of the total damage received!

Bless
Bless raises all of your attack rolls by one. The best part about Bless is that you can almost always have it memorized (because it's Level One).

Command Word: Die
This spell is not to be confused with the Mage spell, Power Word Kill. This one puts the monster to sleep for one round instead of killing it.

Cure Light Wounds
Remember that Cure Light wounds only heals between 1-8 HP. Relatively low by itself, but nice when you have like ten of them.

Detect Evil
Use this spell to check and see if there are any evil creatures (or characters) nearby. This will give you the names of everyone in the area.

Doom
Casting this spell on an enemy reduces all his rolls by -2, including THACO and saving throws.

Magical Stone
This whizbang spell creates a magical pebble that does 1d4 points of damage. It's incredible, simply incredible.

Protection from Evil
Useful against Nabassus or other such demonic creatures, we still like the big brother (10-foot radius) a bit better for most situations.

Remove Fear
This spell raises the recipient's morale, preventing him from being affected by Fear so easily.

Sanctuary
While sanctuaried, the Priest remains totally invisible to everyone, and may only cast healing or restoration based spells. No offense allowed!

Shillelagh
This goofy spell makes a magic hammer that pounds Clay Golems into oblivion. It does 2d4+1 damage.

LEVEL TWO

Aid
Everyone under the Aid spell gets +1 to all of their attack rolls, plus an additional 8 HP added to their maximum. Simple and effective.

Barkskin
This spell is even nicer than the Mage's armor spells because it actually gets better with the increased level of the caster. It starts at base AC6.

Chant
All attack, damage, and saving throw rolls are increased by one when this spell is cast. Also, the enemies' respective rolls are reduced!

Draw Upon Holy Might
STR, DEX, and CON are all increased by one point per level of the caster. Like most priest spells, this one only gets better!

Find Traps
This spell works exactly the same as if you were using the Thief's Detect Traps ability. The only difference is that this spell has a 100% success rate.

Flame Blade
This spell was one of our favorite ways to keep those pesky Trolls from returning back from the dead. *Fire in the Troll!*

Hold Person
This spell basically does exactly what it says it does—it holds people. With characters who have good saving throws, don't even waste your time.

Know Alignment
A neat spell in theory, but never used much in the game itself. It does exactly as it sounds, by letting you know the alignment of those around you.

Resist Fire and Cold
This spell reduces all Fire and Cold damage by 50%, essentially casting two Level Three Mage spells for the price of just one.

Silence 15' Radius
This spell will prevent all spellcasters in the area from casting any spells if they are caught in the 15-foot radius.

Slow Poison
Just like it sounds, this spell slows the effects when your character has been poisoned. It's the next best thing to neutralizing it altogether.

Spiritual Hammer
This spell calls forth a super-enhanced hammer that can be used as a normal weapon, and can receive +3 to attack and +3 to hit at 13th level.

LEVEL THREE

Animate Dead
Skeletons are very powerful in *BGII* because they are immune to the psionic abilities of the Mind Flayers. Get this spell as soon as possible!

Cure Disease
This spell not only cures disease, but it cures blindness and deafness as well. A very useful spell when fighting those dirty dungeon creatures.

Cure Medium Wounds
A more powerful incarnation of Cure Light Wounds, this spell cures 14 HP per cast. One or two of these should get you back into working order.

Dispel Magic
If some of your party members are enchanted by a Confusion- or Emotion-based spell, whip out some Dispel Magic action and free them of their trouble.

Glyph of Warding
The Glyph of Warding deals out from 1–4 points of damage per level of the caster to whoever runs into it.

Holy Smite
Any evil enemies in the area suffer 1–4 points of damage for every level of the caster (with a save for half). A nice spell when you're Level Ten or so.

Invisibility Purge
Much like the Mage spell Detect Invisibility, except this one also dispels all sanctuaried characters as well.

Miscast Magic
Hit an enemy Mage with this spell and he's looking at an 80% chance of failing to cast his next spell. An excellent interrupt attack!

Protection from Fire
This spell absorbs 80% of all fire damage. In *BGII*, this is very useful, because it seems like enemies are always using fire attacks.

PRIEST SPELLS

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Remove Curse
This spell works much like the mage spell because it removes any cursed items you may have accidentally equipped.

Remove Paralysis
This spell is the countermeasure to any of the game's paralyzation effects. Simply cast it to dispel them.

Rigid Thinking
This spell induces a similar effect to Confusion, making the target wander around aimlessly attacking whatever it sees.

Strength of One
This spell sets everyone's STR to 18/75, and it lasts for one turn (not round). This spell affects the whole party when cast.

Unholy Blight
The opposite of Holy Smite, this spell inflicts good-aligned characters with 1–4 points of damage for every level of the caster (with a save for half).

Zone of Sweet Air
An absolute essential spell, ZOSA removes any and all unwanted cloud-based effects in the area. Have this one memorized at all times!

LEVEL FOUR

Animal Summoning I
If you're lucky, you'll get three wolves or dogs to use as fodder for enemy archers. They also work well to clog up doors.

Cause Serious Wounds
The opposite of Cure Serious Wounds, this spell inflicts 17 points of damage to the target.

Cloak of Fear
Anyone within three feet of the caster must make a save vs. fear or suffer the effects. We never used this spell, ever.

Cure Serious Wounds
Cure Serious Wounds will heal 17 HP upon being cast on one of your party members. This spell is especially nice when you get three or four of them memorized.

Death Ward
This spell defends against all forms of Death magic, including Finger of Death, Disintegrate, Power Word Kill, and the Death spell.

Defensive Harmony
Essentially, all affected by this spell will gain +2 to their AC, and it lasts for 10 rounds.

Farsight
Use this one to check out suspicious areas on the map. It's especially nice because you don't need to have the area exposed for this spell to work.

Free Action
Another essential Priest spell, this one enables you move freely while under the effects of spells that attempt to tie you up or hold your position.

Holy Power
STR will be set 18/00, the caster will gain the THACO of a Fighter equal to his level, and also one temporary HP for each level of the caster.

Lesser Restoration
This spell will removes any Level Drain effects bestowed upon the target. The Priest will need rest immediately following the casting of this spell.

Mental Domination
For all intensive purposes, this spell acts just like the Mage spell Domination. The caster gains control of the target's actions.

Negative Plane Protection
This is the only spell in the game that protects against that cursed Level Drain effect. Use it when fighting Vampires!

Neutralize Poison
Instead of slowing the poisons, this spell completely rids your system of all toxins, stopping the effect immediately.

Poison
At 17th level, this spell does 8d8 + 6 points per round (for 1 turn). That's a lot! Use this spell when you know you're entering an extended battle.

Protection from Evil 10' Radius
This is the best spell in the game to use as protection from Demonic/Fell creatures. It works wonders!

Protection from Lightning
This grants the caster complete immunity to all electricity-based attacks. Nice when fighting Bolt Mages...

LEVEL FIVE

Animal Summoning II
This spell usually summons two or three Panthers or Tigers. Every once in a while you'll get a Cave Bear or two.

Cause Critical Wounds
It works like its little brother, except this spell does 27 points of damage to a single enemy.

Chaotic Commands
This spell renders a character immune to all Charm, Maze, Domination, and Sleep type spells.

Cure Critical Wounds
The best of the bunch, this spell cures 27 HP upon touching an ally. Keep one or two of these memorized at all times.

Champion's Strength
The caster gains a THACO bonus of +1 pre every three levels, and the STR is set to 18/00.

Flame Strike
The Flame Strike spell can inflict massive damage at high levels, often in upwards of 50 to 60 points of damage!

Greater Command
Like the first level spell Command Word: Die, except this spell makes the creatures sleep for a bit longer.

Magic Resistance
Cast this spell to receive 2% of magic resistance per level of the caster to stop at a maximum of 40%.

Mass Cure
Our favorite cure spell for wild and crazy melee battles, this spell cures everyone in your party by 1d8 + 1 per level of the caster.

Raise Dead
If a character is killed in battle, go ahead and use this spell to bring him back to life. As long as he doesn't get whacked, you can revive him.

Repulse Undead
This keeps all undead creatures away from you, and works 100% of the time. There is no saving throw.

Righteous Magic
This spell adds one HP for every level of the caster, one point of STR for every three levels of the caster, and also makes the caster inflict maximum damage.

Slay Living
This spell inflicts 2d6 + 9 damage, plus a death effect is the save is not made. The damage is nice, but tough creatures seem to always make the save.

True Seeing
This spell will dispel *all* Illusion/Phantasm magics within a 20-foot radius of the caster. Keep this spell memorized!

LEVEL SIX

Aerial Servant
Like a weakened Air Elemental, the Aerial Servant will do the caster's bidding until he is slain.

Animal Summoning III
Like the other Animal Summoning spells, you'll usually get three Cave Bears, three Polar Bears, or a combination of the two.

Blade Barrier
This spell creates a whirlwind of blades surrounding the caster, which, if penetrated, inflicts 8d8 points of damage to the target.

Bolt of Glory
This spell does damage as follows: 10d6 against Demons, 8d6 against Undead, 3d4 against Elementals, and 6d6 against everyone else.

PRIEST/DRUID SPELLS

Conjure Animals

This spell summons two extremely powerful Mountain Bears to help you in battle. Our favorite of all the Animal Summoning spells.

False Dawn

All undead creatures within the radius of the False Dawn spell will suffer 6d6 points of damage. Best of all, there is no saving throw.

Harm

If this spell connects, it will reduce your target to one HP, forcing you to follow up with an attack quickly to eliminate it for good.

Heal

Heal will completely restore all HP and remove all negative effects. At high levels, taking care of all damage, this is the end-all cure spells.

Physical Mirror

Any missiles directed at the caster will take a 180-degree turn and head back toward the thrower/shooter. Useful when getting hammered by projectile attacks.

Sol's Searing Orb

This spell lets the caster throwing a red-hot glowing stone at the enemy to inflict 6d6 points of damage.

Wondrous Recall

This spell enables the caster bring back two spells that have been previously been cast. This affects 5th level and lower spells.

LEVEL SEVEN

Confusion

Like it sounds, this spell causes the target to become confused. Creatures with low WIS are more easily affected by this spell.

Conjure Earth Elemental

As one of the few powerful summoning spells that the Cleric can get, this one helps out tremendously.

Earthquake

This spell inflicts 6d6 of damage, followed by a tremor that does another 2d6. If your enemies fail the save, they'll also be knocked to the ground for four rounds.

Finger of Death

If the victim doesn't make the saving throw, he'll be instantly killed by the Finger of Death. If he does make the save, he'll suffer 2d8 +1 damage.

Fire Storm

Much like Meteor Storm, but just a bit less powerful. It does 2d8 +1 point per level of the caster. Useful when you have enemies trapped inside of a small room.

Gate

This spell summons a Pit Fiend, the most powerful demonic creature in the game. Make sure to have Protection from Evil cast beforehand.

Holy Word

This spell does a number of different things to evil creatures, weakening as your enemies get stronger. It also indices spell failure.

Greater Restoration

This spell removes all Level Drain effects, and also cures the target's HP completely. It will also remove Feeblemind, berserk, or confused states.

Resurrection

This spell is exactly like the fifth-level spell, Raise Dead, but this one restores the character with full HP. Slightly impractical, though, for the intended mid combat revive, because you still can't equip armor in a fight.

Shield of the Archons

At 20th level, this spell will absorb 10 spell levels directed at the caster. It acts much like a Spell Trap, but not quite as powerful.

Sunray

All creatures in the 20-foot radius of Sunray will take 3–18 points of damage, and also have the possibility of being blinded for 10 rounds.

Symbol Stun

Our favorite of the three "Symbol" spells, this one works almost all the time, and enables youand your party take pot shots at the frozen enemy.

Symbol Death

Like a Glyph of Warding, except this one affects everyone with the Death spell. Note that it doesn't work on things with more than 60 HP.

Symbol Fear

Just like Symbol Death, except this spell instills fear into the enemy instead of killing him. It works more frequently, but the effect isn't as desirable.

Unholy Word

The opposite of Holy Word, this spell affects only good-aligned characters. The damage effects scale down with enemy level.

DRUID SPELLS

LEVEL ONE

***Note:** Below, you'll find only the spells that are exclusive to the Druid. None of the repeating Cleric spells are shown.*

Entangle

Like it sounds, this spell will hold characters in place as long as they stand within its radius.

LEVEL TWO

Charm Mammal/Person

Just like the Mage spell of a similar name, this spell lets the Druid charm both people and mammals with the same spell.

Call Lightning

When cast, this spell causes repeating damage (one bolt per turn per level of the caster), and it must be cast outside for it to work.

Hold Animal

Just like it sounds, this spell will hold animals in place. It does *not* work against larger monsters, such as Wyverns, Ankhegs. etc.

Goodberry

You can eat these goofy little berries to gain 1 HP of health each. We think it's funny how a Fighter would have to eat 120 of these to gain all his HP back.

LEVEL THREE

Summon Insects

The victim will receive one point of damage for every two seconds that the swarm has surrounded them. It also induces 50% spell failure.

LEVEL FOUR

Call Woodland Being

One of the best—if not *the* best—summon spells in the game, because the Woodland Beings have a huge spell arsenal at their disposal.

LEVEL FIVE

Insect Plague

Spellcasting within the swarm is impossible, and the insects themselves cause one point of damage for every two seconds they're around the target.

Ironskin

A lot like Stoneskin, but this spell increases with your caster's level. At 10th level, you'd have five skins, each of them absorbing one attack.

Pixie Dust

Like a Mass Invisibility spell, except this one only has a 10-foot radius. Everyone in the radius will remain invisible for 24 hours (or until dispelled).

LEVEL SIX

Conjure Fire Elemental

The Druid is lucky that he gets this powerful summon spell—it works wonders against all those Ice Giants, er...wait a minute? I'm thinking of *Icewind Dale*!

Delorus Decay

Delorus Decay will slow the target for two rounds, then inflict a point of damage every second until 50 points of damage are accrued. *Nice*!

Fire Seeds

Like Melf's Minute Meteors, this spell creates four fiery projectiles that inflict 2–16 points of damage per seed.

LEVEL SEVEN

Creeping Doom

A large swarm of insects will eat away at the target, inflicting two points of damage for six rounds, and also inducing 100% spell failure.

Nature's Beauty

The caster turns into a Nymph, making all enemies save vs. death or be killed. Great against mid-level monsters.

QUICK INTRO

Use this section as your "Monstrous Compendium," serving as the place to go for all your monster-related questions. You won't find any info on bosses or the like—just the standard monsters and their kin. If you are looking for specific info on some of the bosses, it will more than likely appear in that very section of the walkthrough instead. The entries marked with a ***purple*** *background contain either new monsters or updated information from the first game.*

ANKHEG

Frequency: Rare

MONSTER	HP	XP
❶ Ankheg	52	974

Ankhegs are sweet because you can take their hides and transform them into Ankheg Plate Mail (with a little bit of money, and Cromwell's help). This offers the same protection as Full Plate Mail but at half the weight (and it's cheaper). Watch out for their projectile attacks which have a bad habit of being attracted to Mages.

BANSHEE

Frequency: Very Rare

MONSTER	HP	XP
❶ Banshee	60	4,000

The Banshee's only notable attack is her Wail, a replication of the ninth-level Mage spell, which forces all of your characters within range to save vs. death or die immediately. Pretty nasty, but as long as your characters have good saving throws, you shouldn't have to worry too much. Once she's done with the Wail, she'll resort to inconsequential melee attacks, and you can chop her up into cordwood.

BEHOLDER

Frequency: Common

MONSTER	HP	XP	MONSTER	HP	XP
❶ Spectator	75	4,000	❷ Observer	75	4,000
❸ Gauth	101	9,000	❹ Death Tyrant	115	14,000
❺ Beholder	95	14,000	❻ Elder Orb	130	14,000
❼ Hive Mother	180	50,000			

Death Tyrant
Extremely annoying, Death Tyrants have the usual repertoire of Beholder spells, but also enjoy casting Flesh to Stone.

Hive Mother
The lovely Hive Mother takes the crown as the toughest of all the Beholders, and if you played through *Shadows of Amn*, you'll know that that's saying something. They'll zero in on any of your characters that are casting spells and hit them with a Cause Serious Wounds spell, so it can be difficult to mount any kind of magical attack against them. In addition, they greatly enjoy casting Finger of Death and Imprison, so get ready to hit reload fairly often. The best offense is generally just to send in the clowns, and attempt to overwhelm them with melee fighters.

BEAR

Frequency: Common

MONSTER	HP	XP	MONSTER	HP	XP
❶ Black Bear	25	174	❷ Brown Bear	41	240
❸ Cave Bear	50	650	❹ Polar Bear	66	650

Bears are awesome animals to summon and/or control when you're a druid or cleric. They'll no longer be great creatures to fight for XP (like they were in *BG*), but they do offer good protection when turned to your side. Use them to distract mages, and even absorb their damage.

CARRION CRAWLER

Frequency: Very Rare

MONSTER	HP	XP
❶ Carrion Crawler	22	420

Relatively weak, these overgrown maggots do very little damage. When fighting a group, watch out for their Paralyzation abilities, which can render one or more of your characters helpless. We found it best to lure out one at a time just to be safe. Other than that, there isn't much to worry about with these dirty, grimy little beasts.

DEMON KNIGHT

Frequency: Very Rare

MONSTER	HP	XP	MONSTER	HP	XP
❶ Cambion	96	6,000	❷ Demon Knight	90	16,000

These guys hit hard, and are even harder to hit. They usually have good equipment, and often rush into the fray without even a second thought. As an alternative to standard combat, try using heal spells to inflict damage (which works only a certain percentage of the time). Luckily, they are very rare and encountered only a few times in the game.

DJINNI

Frequency: Common

MONSTER	HP	XP	MONSTER	HP	XP
❶ Djinni	59	5,000	❷ Dao Djinni	67	5,000
❸ Efreeti	80	8,000	❹ Noble Djinni	83	10,000
❺ Noble Efreeti	57	10,000			

Most Djinni turn invisible almost immediately after commencing battle, so it pays to have mages standing by with Detect Invisibility or True Seeing spells. They do have some decent hitting power (2d8), and often take down fighters with ease.

DEMON

Frequency: Rare

MONSTER	HP	XP	MONSTER	HP	XP
❶ Nabassu	65	16,000	❷ Pit Fiend	80	9,000
❸ Cornugon	80	10,000	❹ Marileth	120	23,000
❺ Glabrezu	80	12,000	❻ Succubus	48	14,000
❼ Alu Fiend	130	9,000	❽ Baalor	120	26,000
❾ Bone Fiend	96	22,000	❿ Maurezhi	56	6,000
⓫ Red Abishai	63	9,000			

Cornugon

In large groups, Cornugons can be deadly, especially if they concentrate on weak characters. With spells like Panic, Bleeding, and Stun, Cornugons can dissemble a party piece by piece. However, other than their spells, Cornugons only use melee attacks. So, use the tried and true decoy formula of sending an expendable summoned creature to take early spells and hits, and then pelt the Cornugons with long-range weaponry. Be sure to use magical ammunition, though, as Cornugons are immune to normal weapons. If the Cornugons get within range, concentrate all of your attacks on individual Cornugons, and try to knock them down one by one. They are hardy, but do not have amazing constitution, so they will fall fast against a concentrated assault. It will be struggle, but the only other option is to try to slowly peck away at their magic resistance so you can hit them with spells. This is not advised, as by the time you have lowered their resistance enough, you'll already be dead. Note also that Cornugons can occasionally be caught in Web, but don't count on it sticking for long.

Marileth

Marileth are the warriors of the demon world, bristling with weaponry and packing magical defenses to neutralize your Fighters. Top it off with a high level of magic resistance, and you have an extremely difficult foe waiting for you. They'll often start off with Protection from Magical Weapons and True Sight, and will cast Stoneskins repeatedly as your fighters break through. Dispel Magics and the various shield penetrators will be necessary if you want to even touch these guys, so keep your spellcasters close at hand.

Glabrezu

Not extremely difficult, the most aggravating feature of the Glabrezu are their knack for confusing the party. Since Confuse is easily cured with Dispel Magic, simply keep casting it to get back in the action. Butcher, rinse, repeat, and your battle is over. Needless to say, Dispel Magic is one of those wonder spells that is infinitely useful. Always have them around. But, we didn't need to tell you that did we?

Succubus & Alu Fiend

Unfortunately for you, Succubi and Alu Fiends are spellcasters and pack a good punch. In groups, they can cast spells that can make controlling your party a royal pain. One of their most aggravating spells, Dire Charm, will turn your groupie into an enemy. This is most aggravating when they get one of your powerful front-line fighters, as they'll instantaneously turn on your other fighters, and do tons of damage in a short time. To counter this, one must have spellcasters with magic defenses ready. A quick Dispel will take care of most of their afflictions, but Succubi have powerful defensive magic to prevent spell attacks, and Alu have good AC and melee abilities. So, immediately regain control of the party, and proceed to do as much damage as fast as possible to the melee fighters. Succubi also have a knack for going invisible, but it matters not. With their spell protections constantly visible, you'll always know right where they are. If you keep control of your party, they will fall fast.

Baalor & Bone Fiend & Maurezhi

At this point, Baalor, Bone Fiends, and Maurezhi don't have much going for them. They do little other than melee, and with a few chops, they should be as good as gone. Baalor and Maurezhi do cast Hold but, again, this can be cured with Dispel. If you're having serious problems, resort to our old friend, Protection From Evil. That will keep these folk and their foul kin at bay. Thankfully, it's been a long, long time since that murderous Baalor popped out of the blue in the Underdark, so with almost no effort these should be gone.

Red Abishai

The Abishai cast Poison, but it isn't anything amazing.
A simple Slow Poison will have it cured in no time. Otherwise, Abishai are really just pushovers—their melee won't do jack, and your Fighters, with Haste, should be able to rip through them faster than you can say 9,000 XP.

DOG

Frequency: Rare

MONSTER	HP	XP	MONSTER	HP	XP
❶ Wild Dog	9	34	❷ War Dog	17	34
❸ Hell Hound	56	1,400			

If you're having trouble defeating any sort of Dog, you might as well just quit *BG* now while you're still ahead. Not that they are absolute pushovers or anything, but come on! Get in their face, and slice 'n dice! Someone told me that they make yummy snacks for Umber Hulks...

DRAGON			Frequency: Extremely Rare		
MONSTER	HP	XP	MONSTER	HP	XP
❶ Red Dragon	184	64,000	❷ Black Dragon	160	52,000
❸ Shadow Dragon	160	45,000	❹ Silver Dragon	184	54,000
❺ Brown Dragon	190	61,000	❻ Yellow Dragon	184	60,000
❼ Purple Dragon	190	63,000			

Throne of Bhaal has some nice, new dragons for you to play with, and since the game now lets your characters become godlike in their abilities, you must have expected enemies slightly more challenging than that old fogy, Firkraag, right? Well, like it or not, these dragons will put the *Shadows of Amn* dragons to shame, with more hit points, tougher attacks, and a host of magical defenses to thwart your puny spellcasters. Maybe we can give you a few pointers to make things easier.

Offense Against Dragons

There's no defense like a good offense, and your primary concern will be actually managing to hit these scaly bastards. Sending three or four attackers up close, each with enough Potions of Superior Healing to bring Lazarus back from the dead, can help overwhelm a dragon, especially if a rear-guard spellcaster Dispels the dragon's effects. They generally like to Haste themselves, and cast Greater Malison on your party, so keep Dispel Magic at hand, lest you find yourself facing off against a beast that's attacking five times per round for 30 damage each hit. Don't forget your High-Level Abilities, either! If you have fighters with Greater Whirlwind, then use them up and try to overwhelm them with a barrage of quick strikes in between the periodic breath attacks. By the time you're facing off against Dragons, you should have +4 or +5 weapons, and ACs that delve deep into negative territory, so your equipment shouldn't be holding you back.

Wing Buffet Attacks

Dragons will use their Wing Buffets (*a lot*), which will immediately push back any and all of your front line attackers. Usually, they use the down time after a Wing Buffet to charge up for a big attack with their Breath Weapon, or maybe even a high-level spell combo. All dragons will use Wing Buffet attacks—there is nothing you can do to prevent this. Just take it like a man and keep on fighting!

Notes

- Black and Brown Dragons are immune to acid; Red Dragons are immune to fire; Purple Dragons are immune to electricity; and Silver Dragons are immune to cold. Nothing is immune to Holy Avenger.
- Dragon claw attacks can be fierce, often dealing out 30 or more damage in a single blow.
- An excellent spell to consider using against dragons is Mordenkainen's Sword. This seventh-level summoning spell calls forth a +4 sword that acts independently of the caster's commands, and is virtually indestructible. Call one up, and let it take on the dragon for you, or at least act as a distraction while your fighters charge in from the rear.

DOPPELGANGER

Frequency: Very Rare

MONSTER	HP	XP	MONSTER	HP	XP
❶ Lesser	31	420	❷ Greater	65	4,000

Doppelgangers are the masters of mimicry, often taking the shapes of men, women, or whatever else they feel like copying. Their thick hide gives them an AC of 5, and they are immune to Sleep and Charm spells. Luckily, you won't fight them often in *BGII*...

DROW

Frequency: Common

MONSTER	HP	XP	MONSTER	HP	XP
❶ Drow Warrior	90	4,000	❷ Drow Archer	90	4,000
❸ Drow Priestess	90	4,000	❹ Drow Mage	90	6,000

Drow are outfitted with only the best of gear, making them nearly impossible to hit, and even harder to vanquish. Unfortunately, all of the gear looted from Drow will disintegrate into dust upon touching sunlight. *D'oh!* This makes it useless to carry Drow equipment from the Underdark...

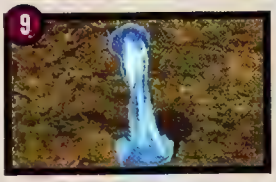
ELEMENTAL

Frequency: Common

MONSTER	HP	XP	MONSTER	HP	XP
❶ Lesser Fire	64	2,000	❷ Lesser Earth	64	2,000
❸ Earth	96	6,000	❹ Lesser Air	64	3,000
❺ Air	96	7,000	❻ Fire	96	6,000
❼ Greater Fire	128	10,000	❽ Greater Earth	120	10,000
❾ Greater water	128	10,000	❿ Greater Air	128	11,000
			⓫ Shambling Mound	160	16,000

Greater Water Elemental

For the most part, Elementals can dish out tremendous amounts of damage very quickly. Obviously, it pays to have the proper resistances set when you go up against the respective Elemental; for Fire Elementals you'd want Fire Protection, etc. Beware of mages and priests who can summon various sizes and powers of these formidable beasts, as they often do it with little warning.



Shambling Mound

The Shambling Mound is only encountered a few times in the game, but you won't exactly be longing for its warm embrace, or anything like that. These big, green, incredible hulks are immune to damage from blunt weapons, and can take a huge amount of damage in general before falling, and also have an attack that simultaneously casts Entangle. Switch your characters over to slashing weapons before going toe-to-toe, and you should be able to take them out without a problem, despite the minor annoyance of entangle.

ETTERCAP

Frequency: Common

MONSTER	HP	XP
❶ Ettercap	40	650

Ettercaps can almost always be found near Spiders, commonly working in tandem and setting traps with their arachnid friends. You can bet your life that when you find Ettercaps, you'll also stumble into some elaborate traps nearby. In combat, they can inflict poison with their bites from close range, so keep those Antidotes handy!

ETTIN

Frequency: Very Rare

MONSTER	HP	XP
❶ Ettin	96	5,000

Don't be fooled by the Ettins overwhelming size and appearance. We'd bet that even the lowest-level fighter would have little or no trouble going toe to toe with one of these stumbling buffoons. They are clumsy, careless, and slow, leaving them vulnerable to just about everything you can throw at them. Heck, they might as well just kill themselves *for you*...

GIANT

Frequency: Common

MONSTER	HP	XP	MONSTER	HP	XP
❶ Fire Giant	130	16,000	❷ Elite Fire Giant	250	26,000

Fire Giant & Elite Fire Giant

To lower-level players, Fire Giants could have caused serious problems, but here they don't pose much of a threat individually. Usually packing nothing more than a melee weapon, they can however gang up on adventurous parties to cause havoc. Often flanking the party, you must worry about these giants if they get to your archers or spell-casters. Once they start hitting they can do serious damage extremely quickly. In order to make these battles as easy as they can be, try to lure the giants through a small gap, door, or choke point; because of their size they will get stuck easily. If you can make them come to you single file, you can simply slice 'n dice.

GHOUL

Frequency: Common

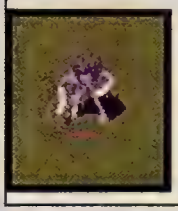
MONSTER	HP	XP	MONSTER	HP	XP
❶ Ghoul	15	174	❷ Ghast	29	650
❸ Fell Ghast	34	850	❹ Greater	48	2,000
❺ Ghoul Lord	48	3,000			

They'll inflict paralyzation effects upon connecting with their attacks, and are immune to just about every low-level form of non-damaging spell there is. When fighting, try using the Turn Undead ability—it works wonders if you're of high level.

GIBBERLING

Frequency: Rare

MONSTER	HP	XP	MONSTER	HP	XP
❶ Gibberling	8	34	❷ Mutated Form	16	14



When Gibberlings attack, they usually attack in great numbers. It isn't ridiculous to see a pack of 10-12 Gibberlings storm out of no where. Luckily, their vast numbers are the only thing they have going for them. They are weak, and easily disposed of by most any character.

GITHYANKI

Frequency: Rare

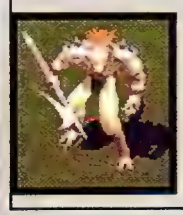
MONSTER	HP	XP	MONSTER	HP	XP
❶ Githyanki	60	6,000	❷ Priest	60	6,000

Githyanki are much like the Drow—they come in various flavors, but most often (in *BGII*) they'll appear as plain old Warriors and Priests. They are strong only in great numbers—we found that we had little trouble dropping even groups of five or six at a time.

GNOLL

Frequency: Rare

MONSTER	HP	XP	MONSTER	HP	XP
❶ Elite	20	10	❷ Warrior	15	34
❸ Slasher	15	64	❹ Veteran	22	64
❺ Flind	18	120	❻ Captain	32	120



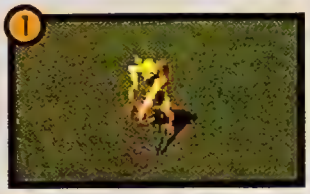
Those of you who played *BG* will have some fond memories of the Hyena-like Gnoll. You'll also probably remember that they were rather tough. In *BGII*, however, they don't pose quite as much of a threat. Only when in packs of 40 or more do they actually become a hindrance—to your frame rate, that is.

GOBLIN

Treasure: Rare

MONSTER	HP	XP	MONSTER	HP	XP
❶ Archer	7	20	❷ Captain	7	20
❸ Elite Archer	14	60	❹ Elite Warrior	20	120

Against packs of Goblins, be prepared for a barrage of arrows. Shields are a must, but even without them, your characters should have little trouble with these wimpy little scoundrels.



GOLEM

Frequency: Common

MONSTER	HP	XP	MONSTER	HP	XP
❶ Flesh	40	2,000	❷ Clay	50	8,000
❸ Stone	60	8,000	❹ Iron	60	8,000
❺ Brain	80	10,000	❻ Sand Golem	70	14,000
❼ Juggernaut	70	16,000	❽ Adamantium	80	25,000
❾ Ice Golem	92	13,000	❿ Burning man	120	12,000
⓫ Magic Golem	64	8,000			

Golems are drawn to enemies like a moth to flame, usually in Hasted form, which only makes things worse. They are lightning fast, very tough, extremely damaging, and immune to spells, which makes incapacitating them very tricky. Remember that you'll need to use blunt weapons against Clay Golems (something that we figured out the *hard* way), and +1 or better weapons to even *hit* most types of Golems.

Ice Golem

Thunk-thunk-thunk...if you ever need something to cool down your drinks, have your characters use your Ice Pick +3 to gib the Ice Golems you'll encounter from time to time. Failing that, just run in and attack them! They are, of course, weak to fire-based magics, but hopefully you don't need us to tell you that.

Burning Man

Due to the casting of Panic, Burning Man Golems can be especially powerful in groups where they can Panic most of your party, so you might want to cast a Remove Fear spell on your group ahead of time. If that's not an option, send one decoy fighter, or summoned creature, who can attract the casting of the panic, and to then wander around and take a beating while everyone else does the fighting. Once the Burning Man Golems have cast their panic, move in with your main force. Remember, though, that like most fire-based creatures, these golems are immune to fire. Amazingly enough, they also have a weakness for the cold. So, if you're having trouble with a confrontation, try casting an area effect cold-based spell in the vicinity of the Burning Man. This should do nice damage and allow you to move in for easy kills, especially if you have some nicely-equipped archers (with +1 or better arrows equipped, of course). Since the Burning Man Golems only use melee, engaging at a distance with these archers will always work well.

Magic Golem

Pitifully easy, these new iterations of golems are some of the easiest enemies in the game—if you're prepared. The key to defeating Magic Golems is to keep in mind that they are immune to magic. So, they must be killed with normal weapons only—in other words, no +1, +2, or anything. Just keep a stash of normal weapons in your Bag of Holding for the few times you'll run into these Golems; then, when you see them, simply equip your fighters with the normal weapons and take them out.

GREAT CAT

Treasure: Very Rare

MONSTER	HP	XP	MONSTER	HP	XP
❶ Giant Lynx	18	174	❷ Cheetah	18	174
❸ Mountain Lion	25	270	❹ Leopard	26	270
❺ Jaguar	33	420	❻ Panther	33	420
❼ Wild Tiger	45	630	❽ Common Lion	42	650
❾ Spotted Lion	48	974			

Super rare in *BGII*, we only recollect fighting cats in very specialized areas. Even then, they pose little danger to even the weakest of characters. One point to note is that they serve as excellent animals to charm or control!

HOBGOBLIN

Frequency: Rare

MONSTER	HP	XP	MONSTER	HP	XP
❶ Archer	8	34	❷ MageKiller	10	34
❸ Warrior	10	34	❹ Shaman	39	34
❺ Wizard	20	34	❻ Elite	30	94
❼ Captain	40	420			

Hobgoblins are weak, plain and simple. Unless you encounter a large group of them—like 15 or more—you really shouldn't have a problem. Beware of the Wizards and Shamans, though, both of which cast Confusion spells as their first method of attack.

IMP

Frequency: Rare

MONSTER	HP	XP	MONSTER	HP	XP
❶ Imp	18	1,400	❷ Quasit	27	2,000

Imps look diminutive and very weak, but don't be fooled. With that small size comes danger, mainly in the form of their poisonous stinger attack. It's so potent that if your character doesn't save vs. poison, you'll be instantly slain. Keep Detect Invisibility handy...

KOBOLD

Frequency: Common

MONSTER	HP	XP	MONSTER	HP	XP
❶ Archer	4	6	❷ Warrior	4	36
❸ Shaman	10	14	❹ Witch Doctor	10	14
❺ Captain	15	14	❻ Commando	7	34
❼ Slave	12	34	❽ Kamikaze	11	150

The Kobolds approach to combat uses overwhelming odds, but little else. One point to note is that Kobold Archers (and Commandos especially) seem to go for your mages whenever possible. Other than that, they make good practice dummies for your weird and wacky spell combos. They're just *that* wimpy...

KUO-TOA

Frequency: Common

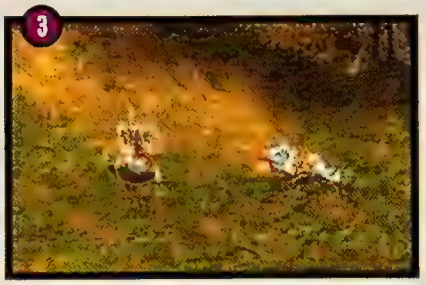
MONSTER	HP	XP	MONSTER	HP	XP
❶ Kuo Toa	19	174	❷ Whip	55	420
❸ Warrior	30	1,000	❹ Monitor	56	1,400
❺ Lieutenant	80	1,400	❻ Priest	64	2,000
❼ Wizard	40	2,000	❽ Captain	100	4,000

Kuo-Toa almost always travel in large bands, often with seven, eight, or more members. In general, they are like beefed up fish-Kobolds with triple the HPs. They use very few tactics, and pose little or no threat. Keep a watchful eye on their priests though—they often use Confusion and/or Charm spells as their first attack.

LICH

Frequency: Rare

MONSTER	HP	XP	MONSTER	HP	XP
❶ Lich	90	22,000	❷ Demilich	50	50,000
❸ Elemental Lich	110	22,000			



Liches are still difficult, and this time can pop up when you least expect them. However, you now have counters for their powerful magic, and they should be readily available by the time you face them. One of the Lich's most deadly weapons is his judicious use of Imprisonment, which permanently removes the target from the game. The only way to return the character is to cast Freedom, so make sure you have plenty memorized for the end of the battle, when all of your non-protected party members will likely be gone. The protection for Imprisonment is Spell Turning and the line of similar defensive magic. Make sure your Mages are equipped with these defensive spells in full force, and try to keep your party with full haste. Memorize Warding Whip, and make that your first casting in battle. It will remove various protections from the Lich for four rounds in a row. Proceed by having your mages cast Ruby Ray of Reversal, Pierce Magic, and similar spells that remove combat spell protections. All the while, have your Fighters do as much damage as possible before they are imprisoned. Make sure your Mages continue casting at all costs to break through. Once the Lich's protections are down, it will not take long to kill him. Worst-case scenario: Have your Mages beat into the Lich with its protections down, and you may surprise yourself with a kill—it doesn't take much. Simply put, a Lich's hit points are not particularly high, but their protections are the killer. Though the loot for killing the Lich usually isn't particularly great, the XP reward is. Plus, you get the bragging rights of being one of the few *Baldur's Gate* players to kick booty enough to take down some of D&D's most distinguished enemies.

LIZARDMAN

Frequency: Very Rare

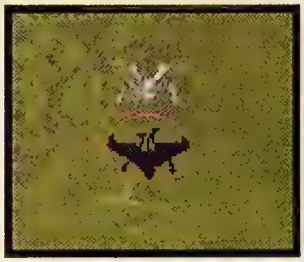
MONSTER	HP	XP	MONSTER	HP	XP
❶ Red Lizardman	32	270	❷ Lizard King	126	9,000

Don't fret—the Lizard Men look *much* tougher than they actually are. In battle, they're more like big meat sacks that serve as great punching bags for your low- or mid-level fighters. You'll love it when you whack them with a critical hit. It just feels *so* right.

MEPHIT

Treasure: Rare

MONSTER	HP	XP	MONSTER	HP	XP
❶ Lightning	15	420	❷ Air	27	420
❸ Smoke	27	420	❹ Ooze	27	420
❺ Radiant	27	420	❻ Ice	27	420
❼ Dust	27	420	❽ Salt	27	420
❾ Magma	27	420	❿ Fire	28	420
⓫ Mineral	29	420	⓬ Earth	29	420
⓭ Mist	29	420	⓮ Steam	30	420



Mephits are the most common creatures in the game, but are also one of the weakest. Only when your characters are beat down and vulnerable do the Mephits pose any real threat. Each Mephit has its own special power, which you can probably figure out just by looking at their names.

MIMIC

Frequency: Extremely Rare

MONSTER	HP	XP
❶ Killer Mimic	80	3,000

Appearing only in the form of a trapped chest (in *BGII*), the Mimic is more of an "oh no!" monster than anything else. Once you realize what's happening, and that you're being eaten by a hungry treasure chest, you should have little trouble taking them out quickly. We won't spoil the surprise by telling you where they are...

MINOTAUR

Frequency: Common

MONSTER	HP	XP
❶ Minotaur	50	3,000

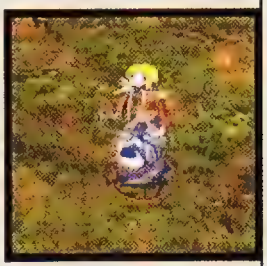
Standing more than 7-1/2 feet tall, the Minotaur is quite the formidable basher. They usually appear in tight groups of three or four, and are best fought head-to-head with armored-up Fighters or Rangers. They have no special abilities, and move extremely slow when engaged in battle.

MIND FLAYER (ILLITHID)

Treasure: Common

MONSTER	HP	XP	MONSTER	HP	XP
❶ Mind Flayer	40	2,000	❷ Ulitharid	96	11,000
❸ Vampiric	67	14,000			

Mind Flayer



Mind Flayers and their kind have Charm and Stun spells extraordinaire, and these spells are the prime reason battles tend to go sour very quickly when you're up against a group of these baddies. When the Mind Flayers gain control of one or two of your characters, you're sometimes better off just reloading the game and starting from scratch, as at this level, having your own characters attacking you can be simply murderous. You'll be set back far less if you just give it another go.

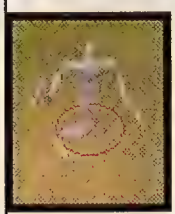
Vampiric

Equipped not only with the Psionic Blast that stuns party members, Vampiric Mind Flayers also have a powerful melee attack that now also steals hit points as well. In addition to all of this, these Mind Flayers can Level Drain with each hit. Yes, they are very tough indeed. Nothing you can't deal with, though; just be sure to cast some of that Negative Plane Protection and mix it up.

MIST

Frequency: Common

MONSTER	HP	XP	MONSTER	HP	XP
❶ Vampiric	54	270	❷ Mist Horror	40	3,000
❸ Wand. Horror	40	5,000	❹ Crimson Death	104	9,000
❺ Swamp Horror	100	7,000	❻ Spellhaunt	45	2,000



The Mists here are only dangerous in large numbers, with individual stragglers being picked off rather easily. They seem to dislike Lightning and Magic Missile attacks, so be prepared with your spellcasters in the back row. The new Spellhaunt will strip those spellcasters of memorized spells with each successful hit, so keep them away from your Mages!

MUMMY

Frequency: Common

MONSTER	HP	XP	MONSTER	HP	XP
❶ Lesser Mummy	51	3,000	❷ Greater Mummy	104	8,000

You're better off staying out of melee battle with Mummies—they have a bad habit of transferring diseases upon contact. Greater Mummies are even worse, as they have an extensively high level spell library at their disposal. Stay ranged, and use +1 or better weapons to hit these once powerful High Priests.

MYCONID

Frequency: Common

MONSTER	HP	XP	MONSTER	HP	XP
❶ Warrior	40	420	❷ King	50	1,200
❸ Spore Colony	80	420			

Myconids are slow, and especially easy to damage with ranged weapons (i.e. slings, bows, throwing knives). But when they get close, they usually whip out a special Spore Cloud attack that can confuse and/or put enemies to sleep. Your best defense is to keep a cleric with Zone of Sweet Air ready to go.

ORC

Frequency: Rare

MONSTER	HP	XP	MONSTER	HP	XP
❶ Archer	10	34	❷ Warrior	10	94
❸ Orog Archer	40	174	❹ Orog Warrior	40	600
❺ Wizard	30	1,000	❻ Priest	89	2,000

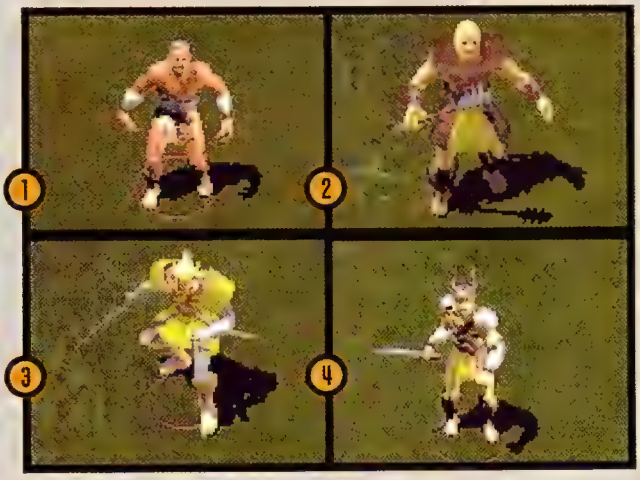
The classic example of an ox-like brute, the Orc/Orog is as fun to fight as they are to look upon. Their warriors and archers always attack in groups, and their wizards aren't very powerful. All in all, you'll get very little XP for very little effort, but a whole chock full of fun! We *love* these guys!

OGRE

Frequency: Common

MONSTER	HP	XP	MONSTER	HP	XP
❶ Ogrillon	19	174	❷ Ogre	30	270
❸ Ogre Mage	42	650	❹ Half Ogre	20	670

In the original *BG*, Ogres were formidable foes for your Level Four and Five characters. In *BGII*, however, they've lost their edge. Against Level Nine (and higher) characters, even the Ogre Mage can be steamrolled with little effort. At least they carry gems most of the time...



RAKSHASA

Frequency: Common

MONSTER	HP	XP	MONSTER	HP	XP
❶ Rakshasa	56	3,000	❷ Ruhk	80	7,000
❸ Rajah	80	7,000	❹ Maharajah	143	15,000

Rakshasa (and their kin) are the *real* deal, casting high-level spells with regularity. Your best offense is to summon monsters and soak up their initial wave of spells, then rush in with the ground and pound assault as quickly as you can. It's as simple as it is effective...

OTYUGH

Frequency: Common

MONSTER	HP	XP
❶ Otyugh	64	5,000

Relatively harmless to even low-level characters, the Otyugh is best dealt with at close range. One or two Fighters pounding away and they're history. One point to watch out for is their ability to infect your characters with disease.

SAHUAGIN

Frequency: Rare

MONSTER	HP	XP	MONSTER	HP	XP
❶ Sahuagin	91	174	❷ Baronial Guard	27	270
❸ Chieftain	36	420	❹ Baron	46	974
❺ Prince	72	2,000	❻ Royal Guard	81	3,000
❼ King	90	4,000	❽ High Priestess	81	5,000

Luckily, you'll only fight the Sahuagin at one point in the game. Unfortunately, it's on their home turf, and there are A *lot* of them. Like most other class-based races, the main Sahuagin to watch out for are the spellcasters. High Priestesses are more than able to disable even your best Fighters in battle, so always focus your power on them first.

SALAMANDER

Frequency: Rare

MONSTER	HP	XP	MONSTER	HP	XP
❶ Red	63	2,000	❶ Blue	73	3,000

Salamanders are elemental based, so fire will hurt Blue Salamanders, and cold will hurt Red Salamanders. It's pretty obvious, but try not to let Salamanders surround your party. Their attacks are pretty wicked, and when stacked up they can make short work of your party.

SHADOW

Frequency: Common

MONSTER	HP	XP	MONSTER	HP	XP
❶ Shadow	30	420	❷ Shade Wolf	45	500
❸ Wraith	43	2,000	❹ Shim. Wraith	32	2,000
❺ Spectre	59	3,000	❻ Vampiric Wraith	72	9,000

All forms of Shadows are dangerous, as they drain your STR upon each successful hit. This STR will come back, but only after the battle is over. For the most part, they are immune to cold-based attacks, and aren't affected by Charm, Hold, or Sleep spells. The new Vampiric Wraiths also have a handy level-draining skill, so keep that Negative Plane Protection in your spell quick-slot.

SKELETON

Frequency: Common

MONSTER	HP	XP	MONSTER	HP	XP
❶ Skeleton	8	64	❷ Warrior	80	4,000
❸ Grimward Arch.	48	4,000	❹ Grimward Warr.	48	4,000
❺ Bone Golem	70	18,000			

Skeletons are easily taken care of with the Turn Undead skill, although higher level Skeleton Warriors and Bone Golems are best fought with tanked up fighters. The XP on a Bone Golem is perhaps the best deal in the game, as far as the risk/reward trade off goes.

SKULLS

Frequency: Common

MONSTER	HP	XP	MONSTER	HP	XP
❶ Flaming	66	9000	❷ Elite Flaming	66	11,000

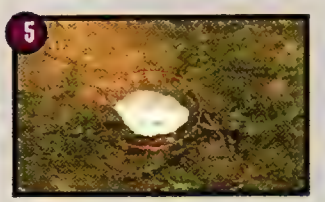
Elite Flaming Skull
Flaming Skulls are some of the more annoying enemies in Yaga-Shura's domain, as they move extremely fast, have a perpetual Fire Shield (Red), and love to break out with Aganazzar's Scorchers that criss-cross your entire party while you move around. Luckily, they don't have a lot of health, and will fall after a couple of good whacks.

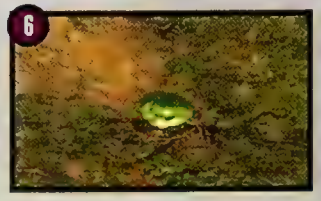
SLIME

Frequency: Rare

MONSTER	HP	XP	MONSTER	HP	XP
❶ Green Slime	16	64	❷ Jelly Ochre	41	270
❸ Grey Ooze	25	274	❹ Jelly Mustard	65	2,000
❺ Pudding, Dense	80	4,000	❻ Fission Slime	65	3,000

You'll need +1 or better weapons to hit Jelly Mustard (the toughest of the Slime family), Also of note is the fact that they can poison your party members, so keep those Neutralize Poisons handy...
The two new Slimes in Throne of Bhaal, the Dense Pudding and the wonderful Fission Slime, will split in two once you deal enough damage to "kill" them, so you're going to have to find a way to take them out without using weapons. Don't tell anyone, but a little birdie told us that fire-based magic works well.



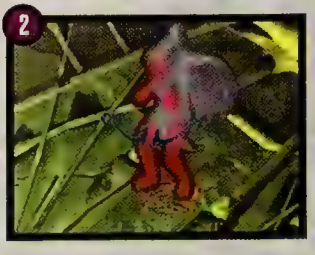


SOLAR

Frequency: Rare

MONSTER	HP	XP	MONSTER	HP	XP
❶ Deva	96	20,000	❷ Fallen Solar	177	32,000
❸ Fallen Deva	96	20,000			

A being from the outer planes that you may summon to aid your party. Beware, your enemies may also be able to summon them as well. They have a range attack, as well as a melee attack.



SPIDER

Frequency: Common

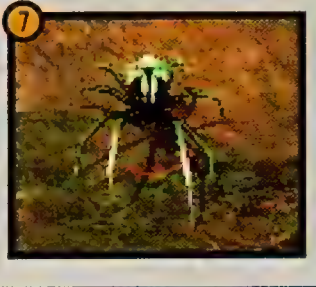
MONSTER	HP	XP	MONSTER	HP	XP
❶ Baby	2	10	❷ Huge	18	270
❸ Giant	35	450	❹ Wraith	27	1,400
❺ Phrase	44	1,400	❻ Sword	45	2,000
❼ Vortex	60	2,700	❽ Mutated	30	9,000

You'll have little trouble when dealing with most forms of Spiders. Only the Sword Spider remains difficult, as their bone-hardened knife like legs cut through even the best of armor. If you encounter a large group (of like five or more), then make sure to have Clerics with healing spells on standby.

Vortex Spider & Mutated Spider

Vortex Spiders and Mutated Spiders pack an incredible punch in groups. Vortex Spiders are equipped with an invisible web that casts Slow on all who move within range (with a save for free action). The range for this ability is not too huge, so your ranged attackers should be able to keep up the attack while your fighters get bogged down in the invisible web. They also have a mini-Time Stop spell, as well as the requisite fast-acting poison, so be careful when taking these guys on in numbers.

Mutated Spiders are even more fun, as they pack an awful poison that does 3 damage per second, and move faster than even hasted characters, so you can't run away. The key to defeating mass numbers of these spiders is in efficient use of Area Effect spells and decoy creatures. Use a summoned creature to attract the spiders' attention, and then cast as many Area Effect spells as possible. Using the low hit points of these spiders against them, these Area Effect spells can do incredible damage while keeping the party out of harm's way. Some of our favorites for use against the spider were Firestorm and Death Spell (which single-handedly takes out most of the attacking group).



TROLL

Frequency: Common

MONSTER	HP	XP	MONSTER	HP	XP
❶ Ice	15	174	❷ Snow	49	650
❸ Troll	50	1,400	❹ Freshwater	66	1,400
❺ Desert	63	1,400	❻ Giant	101	1,400
❼ Split	80/(40x2)	1,400	❽ Spectral	64	3,500
❾ Spirit	64	12,000	❿ Fire	85	3,000

Trolls have several special abilities that make them especially nasty to deal with. Not only do they regenerate their HPs at an alarming rate, but they also require a fire or acid spell to actually destroy them. So, in short, burn them! *Burn them all!*

Fire Troll

Fire Trolls are very similar to normal Trolls, except that these are immune to fire. So, instead of the choice between fire and acid to finish them off, only acid can be used to kill. Also, they are more powerful than their counterparts. Though slightly tougher, they can usually be dealt with easily, as long as you have a Mage ready with a poison spell, or a fighter with the Flail of Ages equipped with the Acid Head.

UMBER HULK

Frequency: Common

MONSTER	HP	XP
❶ Umber Hulk	74	4,000

Umber Hulks often charge with their Confusion attacks (a special ability), making your "charge in and kill them" techniques rather useless. Unless of course your saving throws are extremely high, in which case your best bet is to rush in and attack. Beyond their confusion spells, they have little to offer other than standard brawling, so make sure to take advantage of their stupidity with your all-powerful Mages and spell-casters. We found that Magic Missile works exceptionally well on them.

VAMPIRE

Frequency: Uncommon

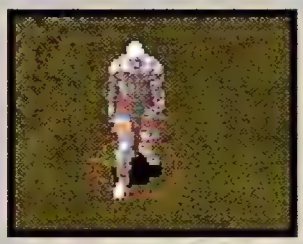
MONSTER	HP	XP	MONSTER	HP	XP
❶ Male, Fledgling	67	8,500	❷ Female, Fledgling	67	8,500
❸ Mature	75	8,500	❹ Old	83	10,500
❺ Eminent	102	10,500	❻ Patriarch	110	12,000
❼ Very Old	88	12,500	❽ Ancient	96	14,500

Negative Plane Protection will keep you shielded from their Level Drain effects, but if you don't have that spell available, keep some Greater Restoration scrolls handy. Extremely tough monsters...

VAMPYRE

Frequency: Common

MONSTER	HP	XP	MONSTER	HP	XP
❶ Male	67	2,000	❷ Female	67	2,000



The Vampyres are like lesser versions of their Vampire cousins, and are most often found dwelling in the very same areas. Keep your eyes peeled for coffins, which will grant you an additional 9,000 XP upon staking the beast.

WEREWOLF/WOLFWERE

Frequency: Common

MONSTER	HP	XP	MONSTER	HP	XP
❶ Werewolf	35	420	❸ Greater Werewolf	94	9,000
❷ Wolfwere	41	1,400	❹ Greater Wolfwere	66	8,000

In general, you're going to need +1 or better magic weapons to even land a hit on Werewolves and Wolfweres, or weapons made of pure silver. The Vorpal Blade is an absolute menace against 'em, trust us! It's a shame you can't get Wolfsbane in *BGII*, it would work wonders...

WYVERN

Frequency: Rare

MONSTER	HP	XP	MONSTER	HP	XP
❶ Baby Wyvern	30	450	❷ Wyvern	63	1,400

Wyverns aren't nearly as tough as they look, but can deal out some decent damage when their poison finally takes effect. Even if their poison stinger attack doesn't take effect, you'll still end up with 1d6 points of damage just from the pointy barb itself.

ZOMBIE

Frequency: Common

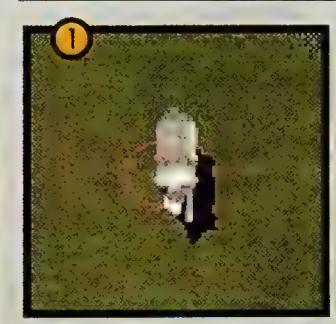
MONSTER	HP	XP	MONSTER	HP	XP
❶ Zombie	15	64	❷ Ju-Ju Zombie	39	974
❸ Sea Zombie	40	420			

Zombies are supposed to be immune to spells, although it seems like certain spells have their ways of getting through. Magic Missile does damage, as do Lightning Bolts and Fireballs. Sea Zombies can use special attacks that inflict regular damage plus disease effects, so keep your Clerics handy.

WOLF

Frequency: Common

MONSTER	HP	XP	MONSTER	HP	XP
❶ Zombie	18	64	❷ Wolf	25	64
❸ Worg	26	120	❹ Dire	33	124
❺ Dread	33	650	❻ Winter	45	974
❼ Vampiric	50	2,000			



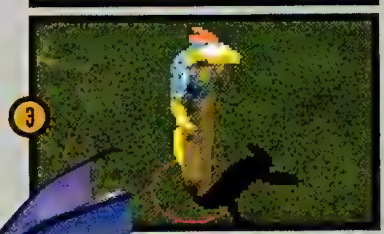
Lower-level Wolves are much like Dogs (offering little or no challenge), but just a bit more powerful. Winter Wolves have wicked projectile attacks, and serve as excellent animals to use Charm spells against. Control a pack of Wolves before a big battle and you're set to go.

YUAN-TI

Frequency: Very Common

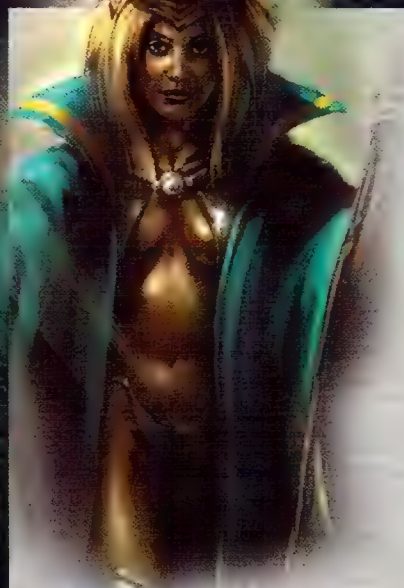
MONSTER	HP	XP	MONSTER	HP	XP
❶ Yuan-Ti	48	1,500	❷ Commander	73	5,000
❸ Priest/Mage	63	7,000			

The Yuan-Ti Priest is a formidable opponent, simply because they are *never* alone. Nine out of ten Yuan-Ti attacks are ambushes, most of them with enhanced spell effects already cast and ready to go. When fighting large groups, do the right thing and go for those spellcasters, no matter the cost. You'll thank us later!



MASTER ITEM LIST

The six-character alphanumeric code above each item is meant to be used with our "Create Item" console cheat. You can find more info on this in the Cheaters Central section of the book.



QUICK INTRO

Welcome to the new and improved Master Item List. You'll notice a lot of familiar faces from *Shadows of Amn* on these pages. We've decided to keep the listing for all of the old items, seeing as how you can summon these items into your current *Throne of Bhaal* game, just in case you start a new Paladin and want to play around with good ol' Carsomyr (check the cheats section, at the back of the book). Obviously, the locations given won't be of much use, seeing as how you can't move between the main game and the expansion pack areas—but if you go back and play through *Shadows of Amn* again, maybe you'll find them useful.

However, all of the new items from *Throne of Bhaal* will be marked out in ***green***, so you'll be able to tell at a glance which items are the new ones. Also, you'll find that there are many new items that have to be constructed with Cespenar the Imp in your Pocket Plane (similar to using Cromwell in *Shadows of Amn*). We've included recipes for these items in their descriptions. Some items contain small parts, and may not be suitable for children under three.

PLATE MAIL

Not usable by Bard, Druid, Mage, Thief

plato1 — Plate Mail Armor

Location: Commonly found on enemies and in shops throughout the land

Armor Class: 3	Weight: 50	Value: 990 GP

plato2 — Plate Mail +1

Location: First found at the Adventurer's Mart, from Ribald

Armor Class: 2	Weight: 20	Value: 8,250 GP

plato4 — Full Plate Mail

Location: First found at the Adventurer's Mart, from Ribald (later found everywhere)

Requires: 15 STR

Armor Class: 1	Weight: 70	Value: 9,900 GP

plato5 — Full Plate Mail +1

Location: Kill Ferric Ironblade, in the Domain of the Dragon

Requires: 14 STR

Armor Class: 0	Weight: 35	Value: 28,050 GP

plato6 — Ankheg Plate Mail

Location: From Cromwell, after bringing him 5,000GP and an Ankheg Shell

Armor Class: 1	Weight: 25	Value: 8,250 GP

plat11 — Plate Mail +2: Delver's Plate

Location: Kill Chieftain Digdag, inside the Domain of the Dragon

Armor Class: 1	Weight: 70	Value: 9,900 GP

plat12 — Plate Mail +2: Doomplate

Location: From Djinni (after puzzle), inside the Asylum Dungeon in Chapter 4

Armor Class: 0	Weight: 27	Value: 10,890 GP

plat13 — Plate Mail +4: Gorgon Plate

Location: Kill the Matron Mother (in the Underdark), at the very end of Chapter 5

Penalties: -25% resistance to fire/acid

Armor Class: -1	Weight: 30	Value: 12,375 GP

plat15 — Full Plate +2: Pride of the Legion

Location: Kill the Shadow Dragon, as part of the Shade Lord quest

Penalties: Reduces THACO by 1

Armor Class: -1	Weight: 40	Value: 16,500 GP

plat16 — Full Plate +3: Armor of the Hart

Location: Kill the Demon Knights inside the Kuo-Toan dungeon, in the Underdark, Chapter 5

Penalties: Reduces THACO by 1
Requires: 14 STR

Armor Class: -2	Weight: 45	Value: 20,625 GP

plat17 — Plate Mail +5: T'rahcie's Tainted Plate

Location: From Ribald, in the Adventurer's Mart (under his special wares)

Penalties: Cursed item that reduces CHA by 5 points and CON by 2 points

Armor Class: -2	Weight: 35	Value: 14,025 GP

plat18 — Red Dragon Scale

Location: From Cromwell, after bringing him 5,000GP and some Red Dragon Scales

Bonuses: +50% Fire Resistance

Armor Class: -1	Weight: 30	Value: 20,625 GP

plat19 — Full Plate +2: (Wish Spell)

Location: You'll get this by casting your Limited Wish spell (and asking for items)

Requires: 14 STR to wear

Armor Class: -1	Weight: 50	Value: 165 GP

plat20 — Blue Dragon Plate

Location: Made by Cespenar the Imp

Bonuses: 90% resistance to Electricity and Lightning attacks
Requires: 15 strength to wear

Armor Class: -1	Weight: 20	Value: 3,000 GP

RECIPE	Item	Location
	Blue Dragon Scales	Kill Abazigal, in his Enclave
	5,000 Gold	

plat21 — Endiku's Full Plate +3

Location: Bought from the Smuggler in Amkethran

Special: Wearer cannot be Backstabbed
Bonuses: 5% Magic Resistance
Requires: 15 strength to wear

Armor Class: -2	Weight: 45	Value: 9,750 GP

plat22 — Shuruppak's Full Plate +3

Location: Kill Yaga-Shura, in the Giant Siege Camp

Special: : +1 to Dexterity
+20% Resistance to Fire

Armor Class: 2	Weight 15	Value: 9,000 GP

plat23 — Full Plate +2

Location: Kill Gromnir, in Saradush

Requires: 15 STR to wear

Armor Class: -1	Weight: 50	Value: 6,500 GP

LEATHER ARMOR

Not usable by Mage

leato1 — Leather Armor

Location: Commonly available from enemies and in most shops throughout the land

Armor Class: 8	Weight: 15	Value: 8 GP

leat02 — Leather Armor +1

Location: First found at the Adventurer's Mart, from Ribald

Armor Class: 7 | Weight: 15 | Value: 1,650 GP

leat03 — Leather Armor +2: Protector of the Second

Location: Planar Sphere, inside machine near the Navigation Room

Armor Class: 6 | Weight: 5 | Value: 5,775 GP

leat04 — Studded Leather Armor

Location: Commonly available from enemies and in most shops throughout the land

Armor Class: 7 | Weight: 25 | Value: 33 GP

leat05 — Studded Leather Armor +1

Location: First found at the Adventurer's Mart, from Ribald

Armor Class: 6 | Weight: 15 | Value: 2,475 GP

leat06 — Studded Leather Armor +2: Missile Attraction

Location: Do you really want to know where this cursed item is? We didn't think so!

Armor Class: Cursed: 15 vs. missile weapons

Armor Class: 5 | Weight: 8 | Value: 4,125 GP

leat07 — Studded Leather Armor +2: Telbar's Armor

Location: Kill Captain Haegan inside the Slavers Stockade, in the Slums District

Armor Class: 5 | Weight: 8 | Value: 7,425 GP

leat08 — Studded Leather +3: Shadow Armor

Location: Kill Mae' Var (in the Docks District), part of Renal Bloodscalp's quest

Special: +15 Hide in Shadows
Only usable by Thief (and multi-/dual-class)

Armor Class: 4 | Weight: 8 | Value: 17,325 GP

leat09 — Leather +3: Karajah's Armor

Location: From Ribald, in the Adventurer's Mart

Armor Class: 5 | Weight: 4 | Value: 9,075 GP

leat10 — Hide Armor

Location: Den of the Seven Vales (in Waukeen's Promenade), from Smaeluv Orcslicer

Move Silently: -20 | Lock Picking: -10
Find/Remove: -10 | Pick Pockets: -10

Armor Class: 6 | Weight: 40 | Value: 11 GP

leat11 — Leather Armor +2

Location: From Ribald, in the Adventurer's Mart

Armor Class: 6 | Weight: 5 | Value: 5,775 GP

leat12 — Leather Armor +3

Location: From Ribald, in the Adventurer's Mart (under his special wares)

Armor Class: 5 | Weight: 4 | Value: 9,075 GP

leat13 — Leather +4: Skin of the Ghoul

Location: Kill Theshal in Ghoul Town, part of the Cult of the Unseeing Eye quest

Bonuses: +3 bonus to all saves vs. paralyzation/poison

Armor Class: 4 | Weight: 4 | Value: 11,550 GP

leat14 — Leather +5: The Night's Gift

Location: Reward from Minister Lloyd after completing the Shade Lord dungeon

Bonuses: +20% to hide in shadows

Armor Class: 3 | Weight: 5 | Value: 14,025GP

leat15 — Studded Leather +2

Location: From Ribald, in the Adventurer's Mart (under his special wares)

Armor Class: 5 | Weight: 8 | Value: 7,425 GP

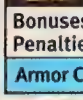
leat16 — Studded Leather +3: Orc Leather

Location: You'll find this hidden inside the de' Arnise Hold

Bonuses: +10% resistance to missiles
Penalties: -1 to CHA

Armor Class: 4 | Weight: 7 | Value: 8,250 GP

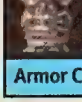
leat17 — Studded Leather +4: Armor of Deep Night



Location: From Ribald, in the Adventurer's Mart

Armor Class: 3 | Weight: 7 | Value: 16,500 GP

leat18 — Armor of the Viper +5



Location: From Deirex's House in the Underdark, as part of the House Jae'llat quest (with Jarlaxle)

Penalties: -2 to all saves vs. poison/paralyzation

Armor Class: 3 | Weight: 5 | Value: 11,550 GP

leat19 — Black Dragon Scale

Location: From Cromwell, after bringing him 5,000 GP and some Black Dragon Scales

Bonuses: +50% resistance to Acid

Armor Class: 1 | Weight: 10 | Value: 5,000 GP

leat20 — Leather +3: Aeger's Hide

Location: From Ribald, in the Adventurer's Mart

Bonuses: +15% resistance to fire, cold, and acid
Move Silently: -20 | Pick Pockets: -10
Lock Picking: -10 | Find/Remove: -10

Armor Class: 3 | Weight: 35 | Value: 14,850 GP

leat21 — Human Flesh +5

Location: From Dorcin Cole, after you bring him the Silver Dragon's Blood and the human flesh

Saving Throws: +4 bonus
Magical Resistance: 20% bonus
Not usable by Non-evil characters

Armor Class: 3 | Weight: 5 | Value: 3 GP

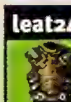
leat23 — Studded Leather of Thorns +6

Location: Kill Sendai, in her enclave

Special: Thorns effect does 1d4 Fire damage to any enemy attacker

Armor Class: 1 | Weight: 5 | Value: 4,350 GP

leat24 — Studded Leather +6: Grandmaster's Armor



Location: Found on one of Gromnir's henchman, in his throne room in Saradush

Special: Increases movement rate x 1.5

Armor Class: 1 | Weight: 5 | Value: 4,000 GP

CHAIN MAIL

Not usable by Druid, Mage, Thief

chano1 — Chain Mail

Location: Commonly available from enemies and in most shops throughout the land

Armor Class: 5 | Weight: 40 | Value: 123 GP

chano2 — Chain Mail +1

Location: First found at the Adventurer's Mart, from Ribald

Armor Class: 4 | Weight: 10 | Value: 2,640 GP

chano3 — Chain Mail +2: Mail of the Dead

Location: Kill Ilyich (the Duergar), in Irenicus' Dungeon, in Chapter 1

Armor Class: 3 | Weight: 10 | Value: 8,250 GP

chano4 — Splint Mail

Location: Commonly available from enemies and in most shops throughout the land

Not usable by Bard

Armor Class: 4 | Weight: 40 | Value: 132 GP

chano5 — Splint Mail +1

Location: From Ribald, in the Adventurer's Mart

Not usable by Bard

Armor Class: 3 | Weight: 10 | Value: 3,300 GP

chano6 Chain Mail +4: Drizzt's Mithril

Location: *Duh!* You'd have to kill Drizzt himself to wear this wicked chain mail...

Armor Class: 1	Weight: 7	Value: 15,592 GP

chano8 Chain Mail +2

Location: From Ribald, in the Adventurer's Mart

Armor Class: 4	Weight: 10	Value: 8,250 GP

chano9 Chain Mail +3: Darkmail

Location: Kill Patrick (the Shade Lord's apprentice), in the Shade Lord Dungeon

Bonuses: +20% resistance to fire damage

Armor Class: 2	Weight: 9	Value: 8,250 GP

chan10 Chain Mail +4: Jester's Chains

Location: Place 20 tokens into the Token Machine puzzle inside the Asylum Dungeon

Armor Class: 1	Weight: 8	Value: 11,550 GP

chan11 Chain Mail +5: Crimson Chain

Location: From Ribald, in the Adventurer's Mart (under his special wares)

Armor Class: 0	Weight: 7	Value: 20,625 GP

chan12 Elven Chain Mail

Location: From any of the War Elves in Suldanesslar

Not usable by Druid, Mage

Armor Class: 5	Weight: 7	Value: 8,250 GP

chan13 Elven Chain +1

Location: You can find this mail on almost any War Elf inside Suldanesslar

Not usable by Druid, Mage, Non-Evil alignment

Armor Class: 4	Weight: 8	Value: 12,375 GP

chan14 Elven Mail +2: Sylvan Mail

Location: Druid Grove, as part of the Druid stronghold quest

Not usable by Druid, Mage

Armor Class: 3	Weight: 10	Value: 12,705 GP

chan15 Chain Mail +3: Melodic Chain

Location: Kill Aawill (the bounty hunter), as part of the Astral Prison quest

Not usable by Bard

Armor Class: 2	Weight: 12	Value: 16,500 GP

chan16 Chain Mail +4: Bladesinger Chain

Location: Kill the Black Dragon in Suldanesslar, after you learn of his location

Not usable by Druid, Mage

Armor Class: 1	Weight: 15	Value: 49,500 GP

chan17 Splint Mail +2: Ashen Scales

Location: On table in Bodhi's personal chamber (inside her dungeon), in Chapter 2

Not usable by Bard

Armor Class: 2	Weight: 18	Value: 4,125 GP

chan18 Splint Mail +3: Armor of Faith

Location: Complete the sculptor quest, and return to the temple for your reward

Bonuses: +1 bonuses to all saving throws
Not usable by Bard

Armor Class: 1	Weight: 15	Value: 5,775 GP

chan19 Aslyferund Elven Chain +5

Location: Made by Cespenar the Imp

Special: Wearer is permanently Immune to Normal Weapons

Armor Class: 0	Weight: 15	Value: 9,600 GP

RECIPE

Item	Location
Chain Mail +4: Bladesinger Chain	Imported from *Shadows of Amn*
Protection from Normal Weapons Scroll	Obtained in Arcana Archives from Lazarus Librarus.
40,000 Gold	

chan20 White Dragon Scale

Location: Made by Cespenar the Imp

Bonuses: +50% to resistance of cold
Special: Wearer can cast Cone of Cold 3/day

Armor Class: -2	Weight: 15	Value: 3,450 GP

RECIPE

Item	Location
White Dragon Scales	Found in the Demon Wraith room on Level Three of Watcher's Keep
5,000 Gold	

chan21 Mercenary Chain +3

Location: Found on dead Mercenaries in Amkethran

Armor Class: 2	Weight: 10	Value: 1,500 GP

HELMETS

Not usable by Mage, Bard, Thief

Armor Class: None **Weight:** 2
Special: Protects against Critical Hits

Shown above are the five types of regular (generic) helmets that you can find.

helmo3 Helm of Glory

Location: Complete the sculptor quest, and return to the temple for your reward

CHA: +1 bonus
Special: Protects against Critical Hits

Armor Class: +1	Weight: 2	Value: 5,775 GP

helmo4 Helm of Defense

Location: Inside the Fire & Ice room in the Planar Sphere

Special: Protects against Critical Hits
Elec. Resist: +20% **Cold Resist:** +20%
Fire Resist: +20% **Saving Throws:** +1

Armor Class: N/A	Weight: 3	Value: 3,300 GP

helmo5 Helm of Infravision

Location: Irenicus' Dungeon, in a chest near the Otyugh

Special: Protects against Critical Hits; grants wearer infravision up to 120 ft.

Armor Class: N/A	Weight: 3	Value: 1,320 GP

helmo6 Helm of Charm Protection

Location: Kill Olaf Rasmussen, as part of the Slave Lord encounter (Temple District)

Special: Protects against Critical Hits; wearer is immune to Charm

Armor Class: N/A	Weight: 4	Value: 1,320 GP

helmo7 Helm of Balduran

Location: Irenicus' Dungeon, inside cabinet, right before you meet the Dryads

Special: Protects against Critical Hits
Hit Point Max: +5 **THACO:** +1 **Saving Throws:** +1

Armor Class: 1	Weight: 1	Value: 11,550 GP

helm16 Helm of Brilliance

Location: From Ribald, in the Adventurer's Mart (as part of his special wares)

Equipped Abilities: Protects against Critical Hits, Fire Resistance
Special Ability (Fireball): Damage 6D6 (save vs. wands for half)
Special Ability (Prismatic Spray): Effects vary as per 7th Level Wizard Spell
Special Ability (Sunray): Damage 3D6 save vs. spells or be blinded for 10 rounds)

Armor Class: N/A	Weight: 2	Value: 13,018 GP

helm17 Skull of Death

Location: Kill Vithal, as part of a mini-quest in the Underdark, chapter five

Abilities: Death Spell

Armor Class: N/A	Weight: 2	Value: 8,250 GP

helm18 Pearly White Ioun Stone

Location: Inside the Shade Lord dungeon, in the lava pit

Regenerates: 2 hit points/minute

Armor Class: N/A	Weight: 2	Value: 8,250 GP

helm19 Dusty Rose Ioun Stone

Location: Inside the Asylum Dungeon, after completing the puzzle with the 11 statues

Armor Class: +1	Weight: 2	Value: 8,250 GP

helm20 Pale Green Ioun Stone

Location: Inside Bodhi's Dungeon, in the room with Pai'Na (in web sack)

Equipped Abilities: +10% bonus to hit points
THACO: +1

Armor Class: N/A	Weight: 2	Value: 8,250 GP

helm21 Dragon Helm

Location: Inside the Domain of the Dragon, from the magic well atop the bridge

Abilities: Sets fire, cold, and electrical resistance to 25%

Armor Class: N/A	Weight: 2	Value: 8,250 GP

helm24 Obsidian Ioun Stone

Location: Bought from Karthis in the North Forest

Equipped Abilities: +1 to Constitution

Armor Class: N/A	Weight: 2	Value: 3,300 GP

helm25 Silver Ioun Stone

Location: Not placed in game, but can be summoned

Equipped Abilities: +1 to Wisdom

Armor Class: N/A	Weight: 2	Value: 1,500 GP

helm26 Lavender Ioun Stone

Location: Kill Gromnir, in Saradush

Special: +4 to saves vs. death while equipped

Armor Class: +1	Weight: 2	Value: 1,500 GP

helm27 Ioun Stone

Location: Found in one of the beds in the Saradush prison

Bonus: Memorize one extra 7th level spell
Usable Only by Mage, Bard

Armor Class: N/A	Weight: 1	Value: 1,500 GP

helm28 Circlet of Netheril

Location: Made by Cespenar the Imp

Bonuses: Memorize one extra Level 7 and Level 8 spells
Hit Point: +10
Usable only by Mage

Armor Class: N/A	Weight: 1	Value: 2,250 GP

RECIPE

Item	Location
Circlet of Netheril	Level Two of Watcher's Keep
Bronze Ioun Stone	Saradush Prison
5,000 gold	

helm29 Thieves' Hood

Location: Given by one of the extra-planar creatures on Level Three of Watcher's Keep

Upgradable to Thieves' Hood (see below)

Armor Class:N/A	Weight: 2	Value: 90 GP

helm30 Thieves' Hood

Location: Made by Cespenar the Imp

Equipped Abilities: Wearer immune to Backstab and Poison Damage
Special: Wearer can cast True Sight 3/day

Armor Class:N/A	Weight: 2	Value: 1,500 GP

RECIPE

Item	Location
Thieves' Hood	Third level of Watcher's Keep
Antidote Potion	Generic
Ring of Invisibility	Found all over the place
10,000 Gold	

plat31 Helm of the Rock (no horns)

Location: Found on the second level of Watcher's Keep

Special: +25% to fire, cold, acid, poison, and electricity resistance

Armor Class:N/A	Weight: 2	Value: 1,500 GP

helm32 Helm of the Rock

Location: Made by Cespenar the Imp

Special: +25% to fire, cold, acid, poison, and electricity resistance
Equipped Abilities: Wearer can cast Aura of Command 3/day (enemies save vs. spell at –2 or flee in terror)

Armor Class: N/A	Weight: 2	Value: 4,020 GP

RECIPE

Item	Location
Helm of the Rock (no horns)	Second level of Watcher's Keep
Horn 1	Second level of Watcher's Keep
Horn 2	Second level of Watcher's Keep
5,000 Gold	

helm33 Gold Horned Helm

Location: Found on dead Mercenaries in Amkethran

Armor Class: N/A	Weight: 1	Value: 60 GP

helm34 Wong Fei's Ioun Stone

Location: Kill Sendai, in Sendai's Enclave

Equipped Abilities: +15 to max HP
Special: Regenerate 1 hp every six seconds.

Armor Class: N/A	Weight: 45	Value: 9,750 GP

SHIELDS

Not usable by Bard, Druid, Mage, Thief

shld01 Small Shield

Location: Commonly available from enemies and in most shops throughout the land

Special: No Missile Weapon protection

Armor Class: +1	Weight: 3	Value: 4 GP

shld02 Small Shield +1

Location: From Ribald, in the Adventurer's Mart

Special: No Missile Weapon Protection

Armor Class: +2	Weight: 3	Value: 1,650 GP

shld03 Medium Shield

Location: Commonly available from enemies and in most shops throughout the land

Strength: 12

Armor Class: +1	Weight: 7	Value: 11 GP

shld04 Medium Shield +1

Location: From Ribald, in the Adventurer's Mart

Strength: 12

Armor Class: +2	Weight: 6	Value: 2,475 GP

shld05 Large Shield

Location: Commonly available from enemies and in most shops throughout the land

Special: +1 vs. Missile Weapons

Armor Class: +1	Weight: 12	Value: 16 GP

shld06 Large Shield +1

Location: From Ribald, in the Adventurer's Mart

Special: +1 vs. Missile Weapons

Armor Class: +2	Weight: 12	Value: 3,300 GP

shld08 Buckler

Location: Commonly available from enemies and in most shops throughout the land

Special: No Missile Weapon Protection
Not usable by Mage

Armor Class: +1	Weight: 2	Value: 1 GP

shld17 Buckler +1

Location: From Ribald, in the Adventurer's Mart

Special: No Missile/Piercing Protection
Not usable by Mage

Armor Class: +2	Weight: 2	Value: 412 GP

shld19 Large Shield +2

Location: From Ribald, in the Adventurer's Mart (under his special wares)

Special: +1 vs. Missile Weapons

Armor Class: +3	Weight: 12	Value: 5,775 GP

shld28 Small Shield +2

Location: From Ribald, in the Adventurer's Mart (under his special wares)

Special: No Missile/Piercing Protection

Armor Class: +3	Weight: 2	Value: 4,125 GP

shld29 Medium Shield +2

Location: From Ribald, in the Adventurer's Mart

Armor Class: +3	Weight: 5	Value: 4,125 GP

shld07 Large Shield +1, +4 vs. Missles

Location: Inside the Fire & Ice room in the Planar Sphere

Armor Class Notes: +2 bonus, +5 vs. Missile Weapons

Armor Class: +2	Weight: 12	Value: 5,775 GP

shld21 Dragon Scale Shield +2

Location: Inside the Domain of the Dragon, after you assemble the mask and enter the tomb

Abilities: Sets Fire, Cold, and Electrical resistance to 25%

Armor Class: +3	Weight: 5	Value: 4,125 GP

shld22 Sentinel +4

Location: A merchant in the Drow City will carry this item

Armor Class: +5	Weight: 3	Value: 16,500 GP

shld23 Fortress Shield +3

Location: From Ribald, in the Adventurer's Mart

Special: +7 AC bonus vs. Missile Weapons

Armor Class: +4	Weight: 3	Value: 14,850 GP

shld24 Reflection Shield +1

Location: On the first floor of the Asylum, in chest

Abilities: Reflects Missile Weapons back to user

Armor Class: +2	Weight: 3	Value: 4,125 GP

shld25 Shield of Harmony +2

Location: From the Guildmistress inside Trademeet, after completing the Druid Grove quest

Abilities: Immunity to Charm, Confusion, and Hold Person

Armor Class: +3	Weight: 2	Value: 8,250 GP

shld26 Shield of the Lost +2

Location: From Madulf the Ogre, after making a resolution with he and Minister Lloyd

Special: +5% magical resistance

Armor Class: +3	Weight: 5	Value: 4,537 GP

shld27 Saving Grace +3

Location: Reward from Avatar, inside the Rift Dungeon as part of the Cult of the Unseeing Eye

Armor Class: +4	Weight: 5	Value: 8,250 GP

shld31 Darksteel Shield +4

Location: Kill Diaytha, in Sendai's Enclave

Bonuses: +10% to Fire, Cold, Acid, and Poison resistances
Special: 15 strength to equip

Armor Class: +5	Weight: 8	Value: 2,700 GP

shld32 Shield +4: Shield of the Order

Location: Kill Diaytha, in Sendai's Enclave

Special: +1 to all saves

Armor Class: 5	Weight: 8	Value: 2,000 GP

RINGS

Usable by all, unless otherwise noted

ring02 Ring of Fire Resistance

Location: From Ruhk the Transmuter inside the Domain of the Dragon (among other places)

Fire Resistance: +40%

Armor Class: N/A	Weight: N/A	Value: 2,475 GP

ring03 Ring of Animal Friendship

Location: From Ribald, in the Adventurer's Mart

Special: Charm Animal unless save vs. wands.
Range: 40ft. Area: 1 Animal Duration: 10 turns

Armor Class: N/A	Weight: N/A	Value: 577 GP

ring04 Ring of Clumsiness

Location: You'll find this inside the Lich's Tower, but don't equip it!

Special: Removed only with a Remove Curse Spell
Dexterity: -50% Stealth: -50%
Spells: 75% casting failure

Armor Class: N/A	Weight: N/A	Value: 82 GP

ring05 Ring of Invisibility

Location: City Gates, from the Lich in the basement of the inn

Special: Wearer becomes invisible until an attack. This ability may be used once a day.

Armor Class: N/A	Weight: N/A	Value: 4,950 GP

ring06 Ring of Protection +1

Location: Irenicus' Dungeon, inside the large statue at the end of the hall of traps (wand key puzzle)

Saving Throws: +1 bonus

Armor Class: +1	Weight: N/A	Value: 2,475 GP

ring07 Ring of Protection +2

Location: From Aran Linvail, as a reward for completing one of his quests in Chapter Three

Saving Throws: +2 bonus

Armor Class: +2	Weight: N/A	Value: 11,550 GP

ring08 Ring of Wizardry

Location: You'll get this if you play a Mage and pursue the Mage Stronghold quest (as a reward)

Spell: Doubles the amount of 1st level spells a Mage can memorize
Usable only by Mage

Armor Class: N/A	Weight: N/A	Value: 11,550 GP

ring09 Ring of Free Action

Location: Inside the Asylum Dungeon, after completing the puzzle with the Ancient Tome

Special: The wearer is immune to everything, magical or otherwise, that affects mobility in any way, although he/she can still be hasted. Be aware, that this will unfortunately also protect the wearer from beneficial effects, such as those received from Boots of Speed.

Armor Class: N/A	Weight: N/A	Value: 9,075 GP

ring20 Ring of Energy

Location: From Ribald, in the Adventurer's Mart

Damage: 2d6 (no saves)
Range: 120 ft. **Area:** 1 creature

Armor Class: N/A	Weight: N/A	Value: 1,980 GP

ring21 Ring of Infravison

Location: You'll find this inside the bar at Trademeet

Special: The wearer gains the ability of Infravision up to 120ft.

Armor Class: N/A	Weight: N/A	Value: 1,237 GP

ring22 Ring of Holiness

Location: Complete the sculptor quest, and return to the temple for your reward

Spell: Grants an extra spell on each level from 1st to 4th
Usable only by Cleric, Druid

Armor Class: N/A	Weight: N/A	Value: 4,950 GP

ring26 Ring of Djinni Summoning

Location: You'll find this hidden inside Aran Linvail's lair

Special: Summons a Djinni once per day

Armor Class: N/A	Weight: N/A	Value: 3,300 GP

ring27 Ring of Fire Control

Location: From Duergar, inside the Mind Flayer Dungeon

Equipped Abilities: 50% Fire Resistance
Special Abilities: Charm Fire Elemental (+2 bonus to elementals' saving throw); Cast Burning Hands and/or Cast Flamestrike once per day

Armor Class: N/A	Weight: N/A	Value: 4,950 GP

ring41 Ring of Protection +3

Location: Won at random from the Deck of Many Things

Saving Throws: +3 bonus

Armor Class: +3	Weight: N/A	Value: 2,700 GP

ring42 Ring of Improved Invisibility

Location: Kill Fil'Yissetat, in Abazigal's Enclave

Special: Casts Improved Invisibility on wearer, once per day.

Armor Class: N/A	Weight: N/A	Value: 1,800 GP

ring43 Oaken Ring

Location: Found on dead Priest of Waukeen in Amkethran

Upgradable: Heartwood Ring
Usable only by Druids

Armor Class: N/A	Weight: N/A	Value: 3 GP

ring44 Heartwood Ring

Location: Made by Cespenar the Imp

Special: Memorize an extra 6th and 7th level spell
Usable only by Druids

Armor Class: N/A	Weight: N/A	Value: 1,500 GP

Recipe

Item	Location
Oaken Ring	Amkethran
Nymph's Tear	Loose floorboard in the Forest of Mir
5,000 Gold	

ring45 Anomen's Ring

Location: Anomen gives this to you if your romance story goes far enough.

Armor Class: N/A	Weight: N/A	Value: 36 GP

ring46 Ring of Anti-Venom

Location: Kill Van Goethe, the lich in Amkethran

Special: Wearer is immune to Poison

Armor Class: N/A	Weight: N/A	Value: 600 GP

BRACERS

Usable by all, unless otherwise noted

braco1 Bracers of Defense AC 8

Location: Irenicus' Dungeon, in a small drawer within the master bedroom

Armor Class: 8	Weight: 2	Value: 1,650 GP

braco2 Bracers of Defense AC 7

Location: Kill Elite Guard (with Gaal) in the Cult of the Unseeing Eye

Armor Class: 7	Weight: 2	Value: 4,125 GP

braco3 Bracers of Defense AC 6

Location: Kill Mekrath, inside Mekrath's Tower

Armor Class: 6	Weight: 2	Value: 4,950 GP

braco4 Bracers of Archery

Location: Inside a small pile of bones at the Troll Hideout, in the Druid Grove

THACO: +2 (Missile Weapons only)
Not usable by Druid, Mage, Cleric

Armor Class: N/A	Weight: n/a	Value: 6,600 GP

braco6 Gauntlets of Ogre Power

Location: Kill Entu, inside the Planar Sphere

Strength: Set to 18/00
Not usable by Thief, Mage

Armor Class: N/A	Weight: 2	Value: 10,725 GP

braco7 Gauntlets of Dexterity

Location: In a small pile of bones in Ghoul Town, up past the Lich

Dexterity: Set to 18

Armor Class: N/A	Weight: 2	Value: 8,250 GP

braco9 Gauntlets of Weapon Skill

Location: Kill the Female Thrall, in the Astral Prison

THACO: +1 bonus

Armor Class: N/A	Weight: 2	Value: 6,600 GP

braco10 Gauntlets of Weapon Expertise

Location: Bodhi's Dungeon (2nd visit), inside the large blood pool in the room with the spiked floor

THACO: +1 bonus **Damage:** +2 bonus

Armor Class: N/A	Weight: 1	Value: 9,900 GP

braco11 Bracers of Binding

Location: You'll find these cursed gloves in the Drow city of Ust' Natha

Special: Casting failure 75%
THACO: +5 penalty **Damage:** -5 penalty

Armor Class: N/A	Weight: n/a	Value: 495 GP

braco13 Bracers of Defense AC 5

Location: You'll first stumble across these gauntlets in the Slums District

Armor Class: 5	Weight: 2	Value: 5,940 GP

braco14 Bracers of Defense AC 4

Location: From Ribald, in the Adventurer's Mart

Armor Class: 4	Weight: 2	Value: 8,250 GP

braco15 Bracers of Defense AC 3

Location: From Ribald, in the Adventurer's Mart

Armor Class: 3	Weight: 2	Value: 10,725 GP

braco16 Bracers of Blinding Strike

Location: Kill the Kuo-Toan Prince, in the Underdark (part of Mother Ardulace's quest)

Abilities: Haste once per day for 20 seconds

Armor Class: N/A	Weight: N/A	Value: 11,550 GP

brac17 Gloves of Pick Pocketing

Location: From the Merchant in Trademeet

Pick Pocketing: +20%

Armor Class: N/A	Weight: N/A	Value: 8,250 GP

brac18 Gloves of Missile Snaring

Location: From the Merchant in Trademeet

AC: +2 bonus from missile attacks

Armor Class: N/A	Weight: N/A	Value: 8,250 GP

brac19 Gauntlets of Crushing

Location: Sahuagin City, from the King as a reward (or inside the Treasury)

THACO, Damage: +4 Bonus when attacking with fists

Armor Class: N/A	Weight: N/A	Value: 8,250 GP

brac20 Gloves of Healing

Location: Complete Ryan Trawl quest, and return to the Temple District

Special Abilities: Heal up to 10HP of damage and any Poison effect, 1/day.

Armor Class: N/A	Weight: N/A	Value: 8,250 GP

brac21 Gauntlets of Extraordinary Specialization

Location: Dropped by an enemy on level five of Watcher's Keep

Bonuses: Adds 1/2 attack per round, gives +1 to THACO, and gives +2 to damage
Usable Only By: Fighter, Ranger, Paladin

Armor Class: N/A	Weight: 1	Value: 2,700 GP

brac22 Paladin's Bracers

Location: Found in treasure chest on the first level of Watcher's Keep

Special: +10 to HP while equipped
Usable Only By: Paladins
Upgradable: To Blessed Bracers

Armor Class: N/A	Weight: 1	Value: 2,700 GP

Brac23 Blessed Bracers

Location: Made by Cespenar the Imp

Special: +10 to HP while equipped
Bonus: Cast Cure Critical Wounds 1/day and Resurrection 1/day
Usable Only By: Paladins

Armor Class: N/A	Weight: 1	Value: 4,500 GP

RECIPE

Item	Location
Paladin's Bracers	First level of Watcher's Keep
10,000 Gold	

Brac24 Bard's Gloves

Location: Found near the Wanderer on the third level of Watcher's Keep

Usable Only By: Bards
Upgradable: To Wondrous Gloves

Armor Class: N/A	Weight: 1	Value: 15 GP

Brac25 Wondrous Gloves

Location: Made by Cespenar the Imp

Special: +1 to THACO while equipped
Bonus: Wearer may memorize extra level 2, level 3, and level 4 spell
Usable Only By: Bards

Armor Class: +1	Weight: 1	Value: 1,500 GP

RECIPE

Item	Location
Bard's Gloves	First level of Watcher's Keep
Diamond Sapphire Emerald Rogue Stone	These won't all be found in one place, but you can get a good start by checking the adobe huts in Amkethran.
10,000 Gold	

Brac26 Tzu-Zan's Bracers

Location: Kill Draconis, at the entrance to Abazigal's Enclave

Special: +15 to HP
Usable Only By: Monks

Armor Class: +1	Weight: 1	Value: 2,700 GP

AMULETS

Useable By: All, Unless Otherwise Noted

amul01 Necklace of Missles

Location: From Camitus' body, as part of the Buried Alive quest

Note: Casts Magic Missile

Armor Class: N/A	Weight: N/A	Value: 8,250 GP

amul14 Amulet of Protection +1

Location: From Ribald, in the Adventurer's Mart

Saving Throw: +1

Armor Class: +1	Weight: N/A	Value: 4,950 GP

amul15 Shield Amulet

Location: In the basement of the de'Arnise Hold, inside a trapped chest

Uses: 1 Charge **Range:** Self
Armor Class: Base set to 4
Special: Bonus +2 AC vs. missile attacks

Armor Class: N/A	Weight: N/A	Value: 4,125 GP

amul16 Amulet of Metaspell Influence

Location: Irenicus' Dungeon, in a cabinet near the Dryads

Special: Memorize 1 extra level 2 spell
Useable By: Mage

Armor Class: N/A	Weight: N/A	Value: 2,970 GP

amul17 Greenstone Amulet

Location: Hidden in the Beholder Dungeon, in the Underdark

Special: This amulet confers the wearer protection against all charm, confusion, fear, domination, ESP, detect alignment, hold, stun, psionics, sleep and feeblemind effects. The protection effect uses one charge each time it is used and will only last for one turn.

Armor Class: N/A	Weight: N/A	Value: 16,500 GP

amul19 Amulet of Magic Resistance 5%

Location: You'll get this from a Beholder in the Lower Reaches (as part of the Unseeing Eye quest)

Magical Resistance: 5%

Armor Class: N/A	Weight: N/A	Value: 2,970 GP

amul20 Kaligun's Amulet of Magic Resistance 10%

Location: Ust' Natha, from the merchant in the Underdark

Magical Resistance: 10%

Armor Class: N/A	Weight: N/A	Value: 2,970 GP

amul21 — Amulet of Power

Location: If you take Bodhi's quest and kill Aran Linvail, you'll find this item on his corpse

Abilities: Vocalize, Decrease Spell by 1, Immunity to Level 1 Drain
Not usable By: Thief, Fighter

Armor Class: N/A	Weight: N/A	Value: 825 GP

amul22 — Periapt of Proof Against Poison

Location: Kill Adratha, inside the tower in Druid Grove

Abilities: Cure poison once per day, Immune to poison

Armor Class: N/A	Weight: N/A	Value: 4,125 GP

amul23 — Periapt of Life Protection

Location: This is yet another reward for finishing the Sculptor quest

Abilities: +3 bonus to all saves vs. death

Armor Class: N/A	Weight: N/A	Value: 2,970 GP

amul24 — Necklace of Form Stability

Location: Inside Mekrath's Tower, in the Sewers beneath the Temple District

Special Abilities: +5 bonus to all saves vs. polymorph

Armor Class: N/A	Weight: N/A	Value: 2,970 GP

amul25 — Amulet of Spell Warding

Location: From Elder Orb, inside the Beholder Dungeon in chapter five

Abilities: +2 bonus to all saves vs. spells

Armor Class: N/A	Weight: N/A	Value: 2,970 GP

Amul26 — Amulet of Cheetah Speed

Location: Found on Drow Guard near entrance to Duergar Slave ambush in Sendai's Enclave

Special: Increase movement rate by 2
Bonus: Casts Improved Haste 1/day on wearer

Armor Class: N/A	Weight: 1	Value: 750 GP

Amul27 — Amulet of Seldarine

Location: Automatically equipped on new characters at the beginning of the game.

Special: +10% to magic resistance
Bonus: +1 to all saving throws

Armor Class: N/A	Weight: 1	Value: 1,500 GP

Amul28 — Amulet of the Master Harper

Location: Found in the bedroom of Yaga-Shura's Enclave

Special: Wearer is immune to silence +20% to Find Traps and Pick Locks
Usable Only By: Thieves and Bards

Armor Class: +3	Weight: 1	Value: 3,000 GP

RODS

Useable By: Cleric, Mage

rods01 — Rod of Absorption

Location: Kill Vithal in the Underdark, after his mini-quest

Special Abilities: Spell absorption for four founds (one charge)

Armor Class: N/A	Weight: N/A	Value: 4,125 GP

rods02 — Rod of Lordly Might

Location: Sahuagin City, inside the King's treasury (you must get the key first)

Note: This rod may transform into any of the following weapons when used. Each weapon may also change back into the rod at will.
❶ Mace +2
Special Abilities: Target must save vs. spells (+5 bonus) or be affected by fear for four rounds.
THACO: +2 bonus **Damage:** +2
❷ Flaming Long Sword +1
Special Abilities: Target must save vs. spells (+6 bonus) or take 2D4 points of magical damage
THACO: +3 **Damage:** +3
❸ Spear +3
Special Abilities: Target must save vs. spells (+6 bonus) or take 2D4 points of magical damage
THACO: +3 **Damage:** +3

Armor Class: N/A	Weight: N/A	Value: 8,250 GP

rods03 — Rod of Resurrection

Location: From Ribald, in the Adventurer's Mart

Special: Resurrection (one charge)
Usable By: Cleric

Armor Class: N/A	Weight: N/A	Value: 13,200 GP

rods04 — Rod of Smiting

Location: Ust' Natha, from the merchant in the Underdark

Note: If a Golem is struck by the rod it must make a saving throw vs. death or be destroyed.
Damage: 1D8 +3, +10 vs. Golems
Damage Type: Crushing
Speed Factor: 1 **THACO:** +3 bonus
Proficiency Type: Quarterstaff (2-handed)

Armor Class: N/A	Weight: 3	Value: 7,425 GP

rods05 — Rod of Terror

Location: City Gates, from the Lich in the basement of the inn

Note: Target must make a saving throw vs. spells (+4 bonus) or flee in terror (lasts four rounds)
Damage: 1D6 +3, +10 vs. Golems,
Damage Type: Crushing
Speed Factor: 1 **THACO:** +3 bonus
Proficiency Type: Quarterstaff (2-handed)

Armor Class: N/A	Weight: 3	Value: 9,075 GP

CLOAKS & ROBES

Useable By: All, Unless Otherwise Noted

clck01 — Cloak of Protection +1

Location: Planar Sphere, from the Sahuagin Baron (in the fishman room)

Saving Throw: +1

Armor Class: +1	Weight: 3	Value: 4,950 GP

clck02 — Cloak of Protection +2

Location: Sahuagin City, inside the chest after you complete the Imp's puzzle

Saving Throw: +2

Armor Class: +2	Weight: 3	Value: 8,250 GP

clck03 — Cloak of Displacement

Location: From the merchant in Trademeet

Armor Class: +4 vs. missile weapons
Saving Throw: (death, breath, wand) +2

Armor Class: +4	Weight: 3	Value: 5,775 GP

clck04 — Cloak of the Wolf

Location: Inside the Shade Lord Dungeon

Abilities: Polymorph into wolf at will

Armor Class: N/A	Weight: 3	Value: 6,600 GP

clck06 — Cloak of Non-Detection

Location: You'll get this from Amon of the Purple Brotherhood

Special: Non-detectable by magical means such as Detect Invisibility

Armor Class: N/A	Weight: 3	Value: 1,650 GP

clck20 — Cloak of The Shield

Location: Firkraag's carcass, in the Domain of the Dragon

Note: Uses charge for attributes
Special: +5 Armor bonus vs. missile weapons
Special: +1 Armor bonus vs. missile weapons
Duration: 1 turn **Duration:**1 turn

Armor Class: N/A	Weight: 4	Value: 4,125 GP

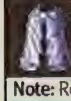
clck23 — Cloak of Elvenkind

Location: Inside cabinet near the Stone Horn in Suldanesslar, chapter six

Hide in Shadows: Set to 75%

Armor Class: N/A	Weight: N/A	Value: 12,375 GP

clck24 — Cloak of Reflection



Location: You'll get this in the Sahuagin City, after taking out the rebel ambush

Note: Reflects all electrical damage back to the source

Armor Class: N/A	Weight: N/A	Value: 9,075 GP

clck25 Cloak of Stars

Location: Kill the Shade Lord himself, in the Shade Lord's Dungeon

Special Abilities: Creates six +5 darts/day

Armor Class: N/A	Weight: N/A	Value: 10,725 GP

clck26 Cloak of Mirrors

Location: From the Priestess, in the Sahuagin City (as part of the rebel ambush)

Note: Reflects all spell damage back to the source. This includes offensive spells like Magic Missile, but not disabling (non-damage) spells such as Hold Person.

Armor Class: N/A	Weight: N/A	Value: 12,375 GP

clck27 Cloak of Sewers

Location: Kill the Rakshasa in the very center of the Sewer area, underneath the Temple District

Polymorph Self: Once per day, the wearer can change into a Rat, a Carrion Crawler, or an Ochre Jelly.

Armor Class: +1	Weight: N/A	Value: 6,600 GP

clck29 Robe of the Apprenti (Armor)

Location: Mage Stronghold , one of the rewards

Armor Class: 3	Weight: N/A	Value: 990 GP

clck09 Mage robe of Cold Resistance (Armor)

Location: You'll find this at select shops throughout the land

Cold Resistance: +20% bonus
Usable By: Mage (single, duel, & multi-class)

Armor Class: N/A	Weight: 3	Value: 495 GP

clck10 Mage robe of Fire Resistance (Armor)

Location: Kill Mekrath, in Mekrath's Dungeon

Fire Resistance: +20% bonus
Usable By: Mage (single, duel, & multi-class)

Armor Class: N/A	Weight: 3	Value: 495 GP

clck11 Mage robe of Electric Resistance (Armor)

Location: You'll find this at select shops throughout the land

Electric Resistance: +20% bonus
Usable By: Mage (single, duel, & multi-class)

Armor Class: N/A	Weight: 3	Value: 495 GP

clck12 Knave's Robe (Armor)

Location: From Ribald, in the Adventurer's Mart

Armor Class: +1 vs. slashing weapons
Save vs. Death: +1 bonus
Usable By: Mage (single, duel, & multi-class)

Armor Class: +1	Weight: 4	Value: 465 GP

clck13 Traveller's Robe (Armor)

Location: From Aledrian, on the second floor of Gaelan Bayle's home

Armor Class: +1 vs. missile weapons
Saving Throws: +1 bonus vs. breath
Usable By: Mage (single, duel, & multi-class)

Armor Class: +1	Weight: 4	Value: 990 GP

clck14 Adventurer's Robe (Armor)

Location: Sion's body, as part of the Slave Lord encounter

Armor Class: +1 vs. petrification/polymorph
Saving Throws: +1 bonus vs. breath
Usable By: Mage (single, duel, & multi-class)

Armor Class: +1	Weight: 4	Value: 990 GP

clck15 Robe of The Good Archmagi (Armor)

Location: From the merchant in Trademeet

Magical Resistance: 5% **Saving Throws:** +1 bonus
Usable By: Mage (single, duel, & multi-class) with Good-Alignment

Armor Class: 5	Weight: 6	Value: 33,825 GP

clck16 Robe of The Neutral Archmagi (Armor)

Location: From the merchant in Trademeet

Magical Resistance: 5% **Saving Throws:** +1 bonus
Usable By: Mage (single, duel, & multi-class) with Neutral-Alignment

Armor Class: 5	Weight: 6	Value: 33,825 GP

clck17 Robe of The Evil Archmagi (Armor)

Location: Ust' Natha, from the merchant in the Underdark

Magical Resistance: 5% **Saving Throws:** +1 bonus
Usable By: Mage (single, duel, & multi-class) with Evil-Alignment

Armor Class: 5	Weight: 6	Value: 17,325 GP

clck10 Cloak of Bravery

Location: The Nine Hells, as an evil reward from the Demon of the fear trial

Fire Resistance: +20% bonus

Armor Class: N/A	Weight: 3	Value: 495 GP

clck32 Montolio's Cloak

Location: Made by Cespenar the Imp

Special: +2 to THACO with off-hand weapon
Bonus: +1 to all saving throws
Usable Only By: Rangers

Armor Class: +1	Weight: 3	Value: 2,250 GP

Item	Location
Montolio's Cloak	Amkethran
Montolio's Clasp	Githyanki area, level four of Watcher's Keep
5,000 GP	

GIRDLES

Useable By: All, Unless Otherwise Noted

belto2 Golden Girdle

Location: From Ribald, in the Adventurer's Mart

Armor Class: +3 vs. slashing weapons

Armor Class: +3	Weight: 2	Value: 2,475 GP

belto3 Girdle of Bluntness

Location: Irenicus' Dungeon, inside chest after wand key puzzle

Armor Class: +4 vs. blunt weapons

Armor Class: +4	Weight: 2	Value: 2,475 GP

belto4 Girdle of Piercing

Location: Kill Kalah, as part of the Circus Quest in Waukeen's Promenade

Armor Class Bonus: +3 vs. piercing weapons

Armor Class: +3	Weight: 2	Value: 2,475 GP

belto5 Girdle of Gender

Location: You don't really want this, do you? I think we'll just let you find it on your own...

Note: Turns you to the opposite sex

Armor Class: N/A	Weight: N/A	Value: 330 GP

belto6 Girdle of Hill Giant Strength

Location: From Ribald, in the Adventurer's Mart

Strength: Set to 19

Armor Class: N/A	Weight: N/A	Value: 16,500 GP

belt07 Girdle of Stone Giant Strength
Location: Suldanesslar, from one of the War Elves
Strength: Set to 20
Armor Class: N/A | **Weight:** N/A | **Value:** 20,625 GP

belt08 Girdle of Frost Giant Strength
Location: Kill the Demon Knights in the Kuo-Toan Dungeon, in the Underdark
Strength: Set to 21
Armor Class: N/A | **Weight:** N/A | **Value:** 21,450 GP

belt09 Girdle of Fortitude
Location: Kill Gaal, at the very end of the Cult of the Unseeing Eye quest
Special Abilities: Once per day
Constitution: set to 18 (lasts for 8 hours)
Armor Class: N/A | **Weight:** N/A | **Value:** 10,890 GP

belt10 Belt of Inertial Barrier
Location: From the merchant in Trademeet
Abilities: +5 saves vs. breath weapons sets magic resistance to 50%
Armor Class: N/A | **Weight:** N/A | **Value:** 20,625 GP

belt11 Girdle of Fire Giant Strength
Location: Kill Yaga-Shura, in the Giant Siege Camp.
Strength: Set to 22
Armor Class: N/A | **Weight:** 2 | **Value:** 4,500 GP

belt12 Holy Symbol of Lathander
Location: Given to good clerics upon reaching level 25.
Specials: +1 to Strength while equipped; wearer can memorize one extra level 6, level 7 spell
Bonus: +5% Magic Resistance
Usable Only By: Good Clerics
Armor Class: N/A | **Weight:** 2 | **Value:** 1,500 GP

belt13 Holy Symbol of Helm
Location: Given to neutral clerics upon reaching level 25.
Specials: +1 to Strength while equipped; wearer can memorize one extra level 6, level 7 spell
Bonus: +5% Magic Resistance
Usable Only By: Neutral Clerics
Armor Class: N/A | **Weight:** 2 | **Value:** 1,500 GP

belt14 Holy Symbol of Talos
Location: Given to evil clerics upon reaching level 25.
Specials: +1 to Strength while equipped; wearer can memorize one extra level 6, level 7 spell
Bonus: +5% Magic Resistance
Usable Only By: Evil Clerics
Armor Class: N/A | **Weight:** 2 | **Value:** 1,500 GP

BOOTS

Useable By: All, Unless Otherwise Noted

boot01 Boots of Speed
Location: In the Asylum Dungeon, by placing 15 tokens in the Token Machine puzzle
Equipped Ability: Increases movement rate x 1.5
Armor Class: N/A | **Weight:** N/A | **Value:** 3,795 GP

boot02 Boots of Stealth
Location: Inside Mae'Var's secret bedroom chest, after you get the key from Edwin
Move Silently: +20% **Hide in Shadows:** +15%
Not usable By: Fighter, Mage, Cleric, Druid
Armor Class: N/A | **Weight:** 4 | **Value:** 2,475 GP

boot03 Boots of the North
Location: In the Asylum Dungeon, by placing 10 tokens in the Token Machine puzzle
Cold Resistance: +50%
Armor Class: N/A | **Weight:** 4 | **Value:** 1,485 GP

boot04 Boots of the Avoidance
Location: During Amsi's quest, if you choose to kill Reti (in the Bridge District)
Armor Class: +5 vs. missile weapons
Armor Class: N/A | **Weight:** 4 | **Value:** 4,125 GP

boot05 Boots of Grounding
Location: In the Asylum Dungeon, by placing 10 tokens in the Token Machine puzzle
Electric Resistance: +50%
Armor Class: N/A | **Weight:** 4 | **Value:** 1,485 GP

boot07 Boots of Elvenkind
Location: Inside a drawer near the Elf with the Moonblade, in Suldanesslar
Move Silently: +30%
Armor Class: N/A | **Weight:** N/A | **Value:** 4,125 GP

boot08 Boots of Phasing
Location: In the Shade Lord Dungeon, from the imprisoned Shadow who strikes a deal with you
Note: Wearer phases to a random enemy every 12 seconds (when an enemy is within sight)
Armor Class: +2 | **Weight:** N/A | **Value:** 4,125 GP

boot11 Boots of Etherealness
Location: Sahuagin City, inside the chest after you complete the Imp's puzzle
Etherealness: These boots can make a wearer ethereal for 30 seconds (once per day). This makes the wearer immune to ALL normal weapons. Spells may be cast, but no attacks may be made.
Armor Class: N/A | **Weight:** N/A | **Value:** 8,250 GP

Boot12 Gargoyle Boots
Location: Bought from the Smuggler's store in Amkethran
Specials: Wearer immune to backstab
Bonus: User may cast Stoneskin 2/day, with two skins per casting
Armor Class: N/A | **Weight:** 1 | **Value:** 7,500 GP

STAVES

Useable By: All, Unless Otherwise Noted

stafo1 Quarterstaff
Location: Commonly found on enemies and in shops throughout the land
Damage: 1D6 **Damage Type:** Crushing
Speed Factor: 4 **Proficiency Type:** Staff
Armor Class: N/A | **Weight:** 4 | **Value:** 1 GP

stafo2 Quarterstaff +1
Location: Commonly found on enemies and in shops throughout the land
Damage: 1D6 **Damage Type:** Crushing
Speed Factor: 4
Proficiency Type: Staff (Two-handed)
Armor Class: N/A | **Weight:** 4 | **Value:** 825 GP

stafo5 Staff of Striking
Location: From the merchant in Trademeet
Damage: 1D6+9 **Speed Factor:** 1
Proficiency Type: Staff (Two-handed)
Armor Class: N/A | **Weight:** 4 | **Value:** 4,125 GP

stafo6 Staff Mace
Location: From Ribald, in the Adventurer's Mart
THACO: +2 bonus
Damage: 2D4+2 **Damage Factor:** 2
Proficiency Type: Quarterstaff (One-handed)
Armor Class: N/A | **Weight:** 4 | **Value:** 2,475 GP

staf07 Staff Spear +2

Location: From Xzar's body, after completing the Harper's Hideout quest (with Renfeld)

THACO: +2 bonus
Damage: 1D8 +3 **Speed Factor:** 4
Proficiency Type: Staff (Two-handed)

Armor Class: N/A	Weight: 4	Value: 6,600 GP

staf08 Martial Staff +3

Location: From the merchant in Trademeet

THACO: +3 **Speed Factor:** 1
Damage: 1D6 +3 **Damage Type:** Crushing
Proficiency Type: Quarterstaff (Two-handed)

Armor Class: N/A	Weight: 4	Value: 9,075 GP

staf09 Staff of Command

Location: On a table in the Mind Flayer Dungeon, in the Underdark

THACO: +2 bonus
Damage: 1D6 +2 **Speed Factor:** 1
Proficiency Type: Quarterstaff (Two-handed)

Armor Class: N/A	Weight: 3	Value: 4,125 GP

staf10 Staff of Curing

Location: Graveyard District, inside one of the treasure tombs (south-east corner)

THACO: +1 **Damage:** 1D6 +1
Proficiency Type: Quarterstaff (Two-handed)
Not usable By: Thief, Fighter, Mage

Armor Class: +2	Weight: 4	Value: 4,125 GP

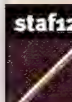
staf11 Staff of the Magi

Location: Complete the Twisted Rune quest, and the most powerful staff in the game is yours!

Invisibility, Immunity to Charm, Protection From Evil, Fireball-Lighting Spell (combined lighting and fireball damage)
Combat Ability (each hit): Dispels Magic
Range: 150 feet **Use:** 1/day, *Spell Trap*
Duration: 8 hours
THACO: +1 bonus **Speed Factor:** 4
Damage: 1D6 +1 **Damage Type:** Crushing
Saving Throws: +2 **Only Usable By:** Mages
Proficiency Type: Quarterstaff (Two-handed)

Armor Class: +2	Weight: 4	Value: 66,000 GP

staf12 Staff of Power



Location: Mage Stronghold, one of the rewards

Abilities (one charge):
Globe of Invulnerability
Duration: 1 round per level
Area: 5-foot-radius sphere **Range:** User
Grants immunity to 1st and 4th level spells
Lighting Bolts of Paralyzation
Damage: 1D6 **Range:** 140 yards
Saving Throws: For half damage also stuns (no save) the target for 5 rounds
THACO: +2 bonus **Speed Factor:** 1
Damage: 1D6 +2 **Damage Type:** Crushing
Saving Throws: +2 **Only Usable By:** Mages
Proficiency Type: Quarterstaff (Two-handed)

Armor Class: +2	Weight: 1	Value: 4,125 GP

staf13 Staff of Thunder and Lightning

Location: Inside the Asylum, in a locked chest in Jon's bedroom

Abilities (one charge):
Lightning Bolt
Saving Throws: Spells for half damage
Damage: 1D6 **Range:** 140 yards
Call Lightning Strike
Damage: 3D8 per strike
Thundercap (10% chance on a successful strike)
Range: Melee, Saving Throws vs. spells or be stunned for two rounds
THACO: +2 bonus **Speed Factor:** 1
Damage: 1D6 +2 **Damage Type:** Crushing
Saving Throws: +2
Only Usable By: Clerics, Druids
Proficiency Type: Quarterstaff (Two-handed)

Armor Class: +2	Weight: 4	Value: 4,125 GP

staf14 Staff the Woodlands +4

Location: From the Avatar of Rillifane, after completing the main quest in Suldanesslar

Barkskin (AC3), Enhanced Charm Animal, Summon Shambling Mound
Duration: 5 minutes
Saving Throws: save vs. spells with a -4 penalty
THACO: +4 bonus **Speed Factor:** 1
Damage: 1D6 +4 **Damage Type:** Crushing
Saving Throws: +2 **Only Usable By:** Druids
Proficiency Type: Quarterstaff (Two-handed)

Armor Class: +3	Weight: 2	Value: 11,550 GP

staf15 Staff of Air +2

Location: Kill the Master Thrall, inside the Astral Prison

If an air elemental is hit it must save vs. spell or be destroyed
Summon an 8HD Air Elemental
Duration: 3 rounds
THACO: +2 bonus **Speed Factor:** 1
Damage: 1D6 +2 **Damage Type:** Crushing
Saving Throws: +2
Proficiency Type: Quarterstaff (Two-handed)

Armor Class: N/A	Weight: 4	Value: 4,125 GP

staf16 Staff of Earth +2

Location: Ust' Natha, from the merchant in the Underdark

If an earth elemental is hit it must save vs. spell or be destroyed
Summon an 8HD Earth Elemental
Duration: 1 hour
Damage: 1D6 +2 **Damage Type:** Crushing
Saving Throws: +2 **THACO:** +2 bonus
Proficiency Type: Quarterstaff (Two-handed)

Armor Class: N/A	Weight: 4	Value: 24,750 GP

staf17 Staff of Fire +2

Location: Planar Sphere, from the Demon (outerworld)

If a fire elemental is hit it must save vs. spell or be destroyed
Summon an 8HD Fire Elemental
Duration: 1 hour **Speed Factor:** 1
Fire Shield (Red) a protective shield that surrounds the wielder of the staff as per the 4th level Wizard spell Fire Shield (Red)
Damage: 1D6 +2 **Damage Type:** Crushing
Saving Throws: +2 **THACO:** +2 bonus
Proficiency Type: Quarterstaff (Two-handed)

Armor Class: N/A	Weight: 3	Value: 4,125 GP

staf18 Quarterstaff +2

Location: From Ribald, in the Adventurer's Mart

THACO: +2 bonus **Speed Factor:** 1
Damage: 1D6 +2 **Damage Type:** Crushing
Proficiency Type: Staff

Armor Class: N/A	Weight: 3	Value: 4,125 GP

staf19 Cleric's Staff +3

Location: From Ribald, at the Adventurer's Mart

THACO: +3 **Speed Factor:** 1
Damage: 1D6 +3 **Damage Type:** Crushing
Proficiency Type: Quarterstaff (Two-handed)

Armor Class: N/A	Weight: 3	Value: 9,075 GP

staf20 Staff of Rynn +4

Location: From Ribald, in the Adventurer's Mart

Damage: 1D6 +4 **Damage Type:** Crushing
Speed Factor: 1
Proficiency Type: Quarterstaff (Two-handed)

THACO: +1	Weight: 3	Value: 22,275 GP

Staf21 Staff of the Ram +4

Location: Kill the Dragon on the fourth level of Watcher's Keep

Damage: 1d6+10
Speed factor: 1
Specials: 10% chance that enemy is knocked back and stunned on successful hit
Upgradable: To Staff of the Ram +6

THACO: +4	Weight: 3	Value: 1,350 GP

Staf22 Staff of the Ram +6

Location: Made by Cespenar the Imp

Damage: 1d6+12 crushing, +1d4 piercing
Speed factor: 1
Specials: 15% chance that enemy is knocked back and stunned on successful hit

THACO: +6	Weight: 2	Value: 2,550 GP

RECIPE	Item	Location
	Staff of the Ram +4	Fourth level of Watcher's Keep
	Roranach's Horn	Kill Gromnir, in Saradush
	5,000 GP	

Staf23 — Serpent Shaft

Location: Found in the Temple of Mir

Damage: 1d6+2
Speed factor: 1
Specials: 50% chance of poison on a hit: lasts for 1 round, drains 2 hp/sec from target if they fail a save vs. death

THACO: +2	Weight: 3	Value: 750 GP

WAR HAMMERS

Damage Type: Crushing **Type:** One-handed
Not usable By: Druid, Mage, Thief

hamm01 — War Hammer

Location: Commonly found on enemies and in shops throughout the land

Damage: 1D4+1	Speed Factor: 4	
THACO: N/A	Weight: 6	Value: 3 GP

hamm02 — War Hammer +1

Location: Commonly found on enemies and in shops throughout the land

Damage: 1D4+1	Speed Factor: 4	
THACO: +1	Weight: 6	Value: 2,475 GP

hamm03 — War Hammer +2: Thundercracker

Location: From Ribald, in the Adventurer's Mart

Damage: 1D4+3, +1 electrical	Speed Factor: 4	
THACO: +2	Weight: 6	Value: 7,425 GP

hamm04 — War Hammer +1, +4 vs. GiantKin

Location: You'll find this inside the de' Arnise Hold, as part of Nalia's quest

THACO: +1, +4 vs. Giant **Speed Factor:** 2
Damage: 1D4 +2, +5 vs. Giants

THACO: +1	Weight: 8	Value: 5,907 GP

hamm05 — War Hammer +2

Location: From Ribald, in the Adventurer's Mart

Note: +1 electric damage **Damage:** 1D4+3
Speed Factor: 2

THACO: +1	Weight: 5	Value: 4,950 GP

hamm06 — Dwarven Thrower +3

Location: From the merchant in Trademeet

Note: Returns to Thrower after used
Damage: 2D4 +3, +8 damage to giants and ogres
Speed Factor: 1 **Not usable:** Non-dwarves

THACO: +3	Weight: 4	Value: 19,800 GP

hamm07 — Hammer of Thunderbolts +3

Location: In the mini-Mind Flayer Dungeon, as part of the Sewers underneath the Temple District

Speed Factor: 1 **Damage:** 2D4 +3
Proficiency Type: Quarterstaff (One-handed)
Requires: 18 STR

THACO: +3	Weight: 4	Value: 16,500 GP

hamm08 — War Hammer +2

Location: From Ribald, in the Adventurer's Mart

Damage: 1D4+3 **Speed Factor:** 4
Type: One-Handed

THACO: +2	Weight: 6	Value: 4,950 GP

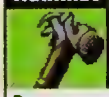
hamm09 — Crom Faeyr +4

Location: From Cromwell, after bringing him the necessary ingredients plus 10,000GP

Adjusts user to 25 STR, Kills Stone Golems, Clay Golems, Ettins, and Trolls on first hit
Damage: 2D4+3 **Speed Factor:** 1
Type: One-Handed

THACO: +5	Weight: 4	Value: 25,575 GP

Hamm10 — Runehammer +4



Location: Kill Yaga-Shura, in the Giant Siege Camp

Damage: 2d4+4
Requires: 16 Strength to use
Speed Factor: 0
Specials: Wielder permanently imbued with Negative Plane Protection
deals double damage to Undead, and they must save vs. death (-4 penalty) or be destroyed outright
Upgradable: To Runehammer +5

THACO: +4	Weight: 3	Value: 3,300 GP

Hamm11 — Runehammer +5

Location: Made by Cespenar the Imp

Damage: 2d4+5 **Requires:** 16 Strength to use
Speed Factor: 0
Specials: Wielder permanently imbued with Negative Plane Protection
deals double damage to Undead, and they must save vs. death (-4 penalty) or be destroyed outright
Wielder immune to Fear
Can imbue wearer with Fire Giant Strength 1/day
Casts Mass Cure 1/day

THACO: +5	Weight: 2	Value: 3,750 GP

RECIPE	Item	Location
	Runehammer +4	Kill Yaga-Shura
	Rune of Clangeddin	Woodcutter's cabin, outside Sendai's Enclave
	5,000 GP	

Hamm12 — War Hammer +3

Location: Commonly found on enemies and in shops across the land.

Damage: 2d4+4
Speed Factor: 1

THACO: +3	Weight: 4	Value: 1,260 GP

SHORT SWORDS

Damage Type: Piercing **Type:** One-handed
Not usable By: Druid, Cleric, Mage

sw1h07 — Short Sword

Location: Commonly found on enemies and in shops throughout the land

Damage: 1D6	Speed Factor: 3	
THACO: N/A	Weight: 3	Value: 16 GP

sw1h08 — Short Sword +1

Location: Commonly found on enemies and in shops throughout the land

Damage: 1D6	Speed Factor: 2	
THACO: +1	Weight: 3	Value: 1,320 GP

sw1h09 — Short Sword +2

Location: From Ribald, in the Adventurer's Mart

Damage: 1D6+2	Speed Factor: 1	
THACO: +2	Weight: 3	Value: 4,950 GP

sw1h10 — Short Sword of Backstabbing

Location: Kill Mae'Var, at the end of the Renal Bloodscalp quest

Damage: 1D6+3	Speed Factor: 0	
THACO: +3	Weight: 3	Value: 11,550 GP

sw1h25 — Kundane +2

Location: Kill the Female Thrall, inside the Astral Prison

Damage: 1D6+2	Speed Factor: 0	
THACO: +2	Weight: 2	Value: 6,600 GP

sw1h26 — Ilbratha +1

Location: From Jermien (the Cowled Wizard), in the Umar Hills

Note: Casts Mirror Image once per day
Damage: 1D6+1 **Speed Factor:** 2

THACO: +1	Weight: 2	Value: 12,375 GP

sw1h27 — Arbane's Sword +2

Location: You'll be ambushed by a group of thugs in Athlatka, one of which has this sword

Wearer is immune to Hold Person
Once per day can haste the character for 12 seconds **Damage:** 1D6+2 **Speed Factor:** 1

THACO: +2	Weight: 2	Value: 16,500 GP

sw1h28 — Cutthroat +4

Location: Inside Bodhi's coffin, after you kill her (the last time)

Damage: 1D6+4	Speed Factor: 1	
THACO: +4	Weight: 2	Value: 18,150 GP

sw1h20 Scimitar

Location: Commonly found on enemies and in shops throughout the land

Damage: 1D8 **Speed Factor:** 5
THACO: N/A **Weight:** 4 **Value:** 90 GP

sw1h22 Scimitar +1

Location: Commonly found on enemies and in shops throughout the land

Damage: 1D8 +1 **Speed Factor:** 5
THACO: +1 **Weight:** 4 **Value:** 1,650 GP

sw1h23 Rashad's Talon

Location: Trademeet, from Khan Zahraa the Djinni inside his tent (only if you kill him, or bring him the Rakshasa head)

Damage: 1D8 +2 **Speed Factor:** 3
THACO: +2 **Weight:** 4 **Value:** 1,980 GP

sw1h28 Cutthroat +4

Location: Inside Bodhi's coffin, after you kill her (the last time)

Damage: 1D6+4 **Speed Factor:** 1
THACO: +4 **Weight:** 2 **Value:** 18,150 GP

sw1h30 Belm +2

Location: You'll find this blade in chapter five, in the Sahuagin City

Note: Speed +2, Sets attack to +1 per round
Damage: 1D8+2 **Speed Factor:** 0
THACO: +2 **Weight:** 3 **Value:** 4,950 GP

Sw1h58 Short Sword of Mask +4

Location: Bought from Garlena atop Watcher's Keep

Damage: 1d6+4
Speed Factor: 0
Specials: 15% chance opponent is Entangled on successful hit for 24 seconds, no save
Upgradable: To Short Sword of Mask +5
THACO: +4 **Weight:** 2 **Value:** 4,000 GP

Sw1h59 Short Sword of Mask +5

Location: Made by Cespenar the Imp

Damage: 1d6+5
Speed Factor: 0
Specials: 15% chance opponent is Entangled on successful hit for 24 seconds, no save
15% chance of draining 1 level on a successful hit
THACO: +5 **Weight:** 2 **Value:** 4,500 GP

RECIPE

Item	Location
Short Sword of Mask +4	Garlena, atop Watcher's Keep
Heart of the Damned	Kill Odamaron the lich, in Sendai's Enclave
5,000 GP	

Sw1h74 Short Sword +3

Location: Commonly found on enemies and in shops throughout the land

Damage: 1d6+3
Speed Factor: 0
THACO: +3 **Weight:** 1 **Value:** 1,200 GP

LONG SWORDS

Damage Type: Slashing **Type:** One-handed
Not Usable By: Druid, Cleric, Mage

sw1h04 Long Sword

Location: Commonly available from enemies and in most shops throughout the land

Damage: 1D8 **Speed Factor:** 5
THACO: N/A **Weight:** 4 **Value:** 24 GP

sw1h05 Long Sword +1

Location: Commonly available from enemies and in most shops throughout the land

Damage: 1D8+1 **Speed Factor:** 4
THACO: +1 **Weight:** 4 **Value:** 2,062 GP

sw1h06 Long Sword +2: Famir's Blade

Location: From Ribald, in the Adventurer's Mart (under his special wares)

Special: +1 Cold
Damage: 1D8+2 **Speed Factor:** 3
THACO: +2 **Weight:** 3 **Value:** 7,012 GP

sw1h24 Flame Tongue

Location: You'll find this in Druid Grove (it's a handy tool against those Trolls!)

Damage: 1D8+1, +2 vs. regenerating creatures, +3 vs. cold/fire creatures, +4 vs. undead
Speed Factor: 5
THACO: N/A **Weight:** 4 **Value:** 7,837GP

sw1h31 Daystar

Location: City Gates, from the Lich underneath the inn (past secret door)

Note: Cast Sunray once per day **Range:** 20 ft.
Area: 20 ft. radius **Speed Factor:** 3
***THACO:** +2, +4 vs. evil creatures
Damage: 1D8 +2, +4, vs. evil creatures, does double damage against undead
THACO: +2* **Weight:** 3 **Value:** 16,500 GP

sw1h32 DragonSlayer

Location: Domain of the Dragon, after you assemble the burial mask and enter the tomb

Note: Immunity to Fear, Regenerate 1 hit point every 10 rounds, Detect Invisible (once per day)
Damage: 1D8 +2 **Speed Factor:** 3
THACO: +2 **Weight:** 3 **Value:** 20,625 GP

sw1h33 Ras +2

Location: From the merchant in Trademeet

Note: This dancing sword can attack on its own for 4 rounds
Damage: 1D8 +2 **Speed Factor:** 3
THACO: +2 **Weight:** 3 **Value:** 20,625 GP

sw1h33 Adjatha the Drinker +2

Location: Kill the Warden (main boss), inside the Astral Prison

Note: Wielder immune to Charm and Domination spells. Each hit heals the wielder 1 HP
Damage: 1D8 +2 **Speed Factor:** 3
THACO: +2 **Weight:** 3 **Value:** 5,775 GP

sw1h36 Namarra +2

Location: You'll find this sword in one of the treasure tombs, inside the Graveyard District

Note: Casts Silence 15' Radius 3 times per day
Damage: 1D8 +4 **Speed Factor:** 3
THACO: +2 **Weight:** 3 **Value:** 16,500 GP

sw1h40 Blade of Roses +3

Location: From Bernard the merchant, at the Copper Coronet

Equipped Abilities:
CHA: +2 **Damage:** 2D4+3 **Speed Factor:** 2
THACO: +3 **Weight:** 3 **Value:** 11,550 GP

sw1h53 Sword of Flame +1

Location: From Bernard the merchant, at the Copper Coronet

Damage: 1D8+1, fire damage **Speed Factor:** 5
THACO: +1 **Weight:** 4 **Value:** 4,750 GP

sw1h54 The Equalizer

Location: From Cromwell, after brining him the hilt, blade, and pommel gem

THACO & Damage:
vs. True Neutral: +0 to hit, +0 damage vs. Chaotic Neutral, Lawful Neutral +1 to hit, +2 damage
vs. other alignments: +3 to hit, +6 damage
Speed Factor: 3
Note: You'll need to find all THREE pieces of the Equalizer before finally transforming it into the sword.
THACO: special **Weight:** 3 **Value:** 11,962 GP

Sw1h60 Angurvadal +4: Flame Tongue

Location: Found in the Githyanki camp area, on level four of Watcher's Keep

Damage: 1d8+4, +1 fire damage
Speed Factor: 0
Specials: Can raise wielder's strength to 22 for 60 seconds, 1/day
Upgradable: To Angurvadal +5: Flame Tongue

THACO: +4	Weight: 2	Value: 2,325 GP

Sw1h61 Angurvadal +5: Flame Tongue

Location: Made by Cespenar the Imp

Damage: 1d8+5, 1d4+1 fire damage
Speed Factor: 0
Specials: Wielder's strength is permanently set to 22, Wielder is immune to level drain

THACO: +5	Weight: 2	Value: 2,925 GP

RECIPE

Item	Location
Angurvadal +4	Level four of Watcher's Keep
Liquid Mercury	Found in a pool in Mind Flayer Prison, in Sendai's Enclave
10,000 GP	

Sw1h73 Long Sword +3

Location: Commonly found on enemies and in shops throughout the land

Damage: 1d8+3
Speed Factor: 2

THACO: +3	Weight: 2	Value: 1,875 GP

BASTARD SWORDS

Damage Type: Slashing **Type:** One-handed
Not usable By: Druid, Cleric, Mage, Thief

sw1h01 Bastard Sword

Location: Commonly found on enemies and in shops throughout the land

Damage: 2D4 **Speed Factor:** 8

THACO: N/A	Weight: 10	Value: 41 GP

sw1h02 Bastard Sword +1

Location: Irenicus' Dungeon, from Cambion trapped in bubble

Damage: 2D4+1 **Speed Factor:** 7

THACO: +1	Weight: 9	Value: 4,125 GP

sw1h03 Bastard Sword +1, +3 vs. Shapeshifters

Location: Hendak will give this to you as a reward for helping him overthrow Lehtinan (Slavers)

Damage: 2D4 +1, +3 vs. Shapeshifters
Speed Factor: 7

THACO: +1	Weight: 8	Value: 6,600 GP

sw1h34 Albruin +1

Location: Underdark, part of the iron sphere quest, after you cure the insane mage

Note: Detect *Invisibility* once per day, Protection from poison while wielded
Damage: 2D4 +3 **Speed Factor:** 7

THACO: +1	Weight: 8	Value: 16,500 GP

sw1h37 Taragarth +2

Location: You'll find this sword available from a Drow merchant, in the town of Ust' Natha

Note: 50% fire resistance, Non-Detection
Damage: 2D4+1 **Speed Factor:** 7

THACO: +2	Weight: 7	Value: 36,300 GP

sw1h38 Jhor the Bleeder +2

Location: From Madman Aganalo, in the underdark (part of iron sphere quest)

Note: Two extra HP damage every round, until 10 HP of damage done • Detect Invisible (1/day)
Damage: 2D4 +2 **Speed Factor:** 6

THACO: +2	Weight: 7	Value: 18,150 GP

sw1h39 Blade of Searing +3

Location: If you manage to kill Laesonar, inside the fighting arena in the town of Ust' Natha

Note: One extra point of fire damage
Damage: 2D4+3 **Speed Factor:** 5

THACO: +3	Weight: 5	Value: 16,500 GP

sw1h42 Bastard Sword +2

Location: From Ribald, in the Adventurer's Mart (under his special wares)

Damage: 2D4+2 **Speed Factor:** 6

THACO: +2	Weight: 7	Value: 8,250 GP

Sw1h62 Foebane +3

Location: Found on the body of a statue, on level one of Watcher's Keep

Damage: 2d4+3, +6 vs. undead, shapeshifters, and extra-planar creatures (demons, planetars, etc.)
Speed Factor: 5
Upgradable: To Foebane +5

THACO: +3	Weight: 7	Value: 1,650 GP

Sw1h63 Foebane +5

Location: Made by Cespenar the Imp

Damage: 2d4+5, +6 vs. undead, shapeshifters, and extra-planar creatures (demons, planetars, etc.)
Speed Factor: 3
Specials: Wielder receives +1 to all saving throws, Each successful hit casts Larlach's Minor Drain on enemy, no save

THACO: +5	Weight: 5	Value: 2,850 GP

RECIPE

Item	Location
Foebane +3	Level one of Watcher's Keep
Fflar's Scabbard	Chest in dungeon beneath Gromnir's Tower, in Saradush
5,000 GP	

Sw1h64 Purifier +4

Location: Found near a stone pillar on level three of Watcher's Keep

Damage: 2d4+4
Speed Factor: 4
Specials: +20% Magic Resistance
+4 extra damage against chaotic evil enemies
Upgradable: To Purifier +5
Usable Only By: Paladins

THACO: +4	Weight: 6	Value: 2,850 GP

Sw1h65 Purifier +5

Location: Made by Cespenar the Imp

Damage: 2d4+5
Speed Factor: 3
Specials: +30% Magic Resistance, +5 extra damage against chaotic evil enemies , May cast Dispel Magic 2/day, May cast Mass Cure 1/day
Usable Only By: Paladins

THACO: +5	Weight: 5	Value: 3,450 GP

RECIPE

Item	Location
Purifier +4	Third level of Watcher's Keep
Eye of Tyr	Kill Odamoran the lich, in Sendai's Enclave
5,000 GP	

Sw1h72 Bastard Sword +3

Location: Commonly found on enemies and in shops throughout the land

Damage: 2d4+5
Speed Factor: 5

THACO: +3	Weight: 7	Value: 1,650 GP

SCIMITARS

Damage Type: Slashing **Type:** One-handed
Not usable By: Cleric, Mage, Thief

sw1h15 Scimitar +3: Frostband

Location: From Drizzt, only if you choose to attack and kill him

Damage: 1D8 +3 **Speed Factor:** 2

THACO: +3	Weight: 4	Value: 12,457 GP

sw1h16 — Scimitar +5: Defender

Location: It's Twinkle! From Drizzt, only if you attack and kill him

Damage: 1D8 +3 **Speed Factor:** 2
Special: +2 Armor Class bonus
Not Usable By: Evil or Neutral Alignment

THACO: +3	Weight: 4	Value: 18,150 GP

sw1h50 — Scimitar +1: Shazzellim

Location: This is Elhan's blade, the leader of the War Elves

Equipped Abilities: Vocalize
Combat Abilities: Any bard hit must make saving throw vs. spells with a -4 penalty or die
Damage: 1D8+1 **Speed Factor:** 4

THACO: +1	Weight: 5	Value: 4,950 GP

Sw1h67 — Usano's Blade +4

Location: Found on body of statue on level one of Watcher's Keep

Damage: 1d8+4
Speed Factor: 0
Specials: 10% chance of doing extra 2d10 electric damage on each successful hit; save for half

THACO: +4	Weight: 1	Value: 1,800 GP

Sw1h68 — Spectral Brand +4

Location: Given by the Cambion in the Deck of Many Things game on level three of Watcher's Keep

Damage: 1d8+4, +1d4 cold damage
Speed Factor: 1
Specials: Summon a Spectral Blade 1/day, similar to the Mage spell Mordenkainen's Sword, that will fight independently of the summoner for four rounds, dealing 1d8+3 damage with each hit

THACO: +4	Weight: 2	Value: 2,865 GP

Sw1h69 — Spectral Brand +5

Location: Made by Cespenar the Imp

Damage: 1d8+5, +1d6 cold damage
Speed Factor: 1
Specials: Summon a Spectral Blade 1/day, similar to the Mage spell Mordenkainen's Sword, that will fight independently of the summoner for four rounds, dealing 1d8+3 damage with each hit, Permanent Negative Plane Protection on wielder while equipped, Armor Piercing Strike 1/day: gives +10 THACO bonus for one round

THACO: +5	Weight: 2	Value: 2,887 GP

RECIPE	Item	Location
	Spectral Brand +4	Level three of Watcher's Keep
	Skull of the Lich	Found in Odamoran's room in Sendai's Enclave
	5,000 GP	

Sw1h76 — Scimitar +3

Location: Commonly found in stores and on enemies throughout the land

Damage: 1d8+3
Speed Factor: 2

THACO: +3	Weight: 1	Value: 1,500 GP

Did You Know?

We're sure that most of you are familiar with the Adventurer's Mart in Waukeen's Promenade, right? After all, it's the best darn shop in all of Athkatla!

What you might not have known however, is the fact that Ribald's stock will change once during the course of the game (after you emerge from the Underdark), at which point you can ask to see his "Special Wares."

If you've got the coin, and you're in the market for some of the best equipment available from a shop, swing on by and tell Ribald that Versus Books sent ya!

KATANAS

Damage Type: Slashing/Piercing **Type:** One-handed
Not usable By: Druid, Cleric, Mage

sw1h43 — Katana

Location: Commonly found on enemies and in shops throughout the land

Damage: 1D10 **Speed Factor:** 6

THACO: N/A	Weight: 4	Value: 825 GP

sw1h44 — Katana +1

Location: From Ribald, in the Adventurer's Mart

Damage: 1D10 +1 **Speed Factor:** 4

THACO: +1	Weight: 6	Value: 1,650 GP

sw1h45 — Malakar +2

Location: Asylum Dungeon, from the Troll boss behind the troll painting

Armor Class: +2 bonus against slashing weapons
Damage: 1D10+2 **Speed Factor:** 2

THACO: +2	Weight: 4	Value: 4,125 GP

sw1h46 — Wakizashi

Location: Commonly found on enemies and in shops throughout the land

Damage: 1D8 **Speed Factor:** 4

THACO: N/A	Weight: 6	Value: 82 GP

sw1h47 — Wakizashi +1

Location: From Ribald, in the Adventurer's Mart

Damage: 1D8 +1 **Speed Factor:** 4

THACO: +1	Weight: 4	Value: 2,475 GP

sw1h48 — Ninja-To

Location: Commonly found on enemies and in shops throughout the land

Damage: 1D8 **Speed Factor:** 4

THACO: N/A	Weight: 5	Value: 19 GP

sw1h49 — Ninja-To +1

Location: From Ribald, in the Adventurer's Mart

Damage: 1D8 +1 **Speed Factor:** 4

THACO: +1	Weight: 5	Value: 1,650 GP

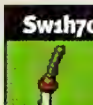
sw1h51 — Celestial Fury

Location: Kill Koshi, as part of the Slave Lord encounter (Temple District)

Lightning Strike: once per day, Blindness: once per day, *Booming Thunder:* whenever the sword strikes an opponent (stun Saves vs. Spell), *Shocking Blow* chance when sword strikes an opponent (5% chance of 20 additional electrical damage)
Damage: 1D10 +3 **Speed Factor:** 1

THACO: +3	Weight: 3	Value: 12,870 GP

Sw1h70 — Hindo's Doom +3

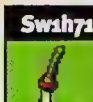


Location: Kill the Red Dragon, one of the three challenges on level five of Watcher's Keep

Damage: 1d10+3
Speed Factor: 1
Specials: Casts Lesser Restoration 1/day
Upgradable: To Hindo's Doom +4

THACO: +3	Weight: 3	Value: 1,050 GP

Sw1h71 — Hindo's Doom +4



Location: Made by Cespenar the Imp

Damage: 1d10+4
Speed Factor: 0
Specials: Casts Greater Restoration 1/day, +10% Magic Resistance, Wielder is immune to all forms of death magic

THACO: +4	Weight: 2	Value: 1,650 GP

RECIPE	Item	Location
	Hindo's Doom +3	Level five of Watcher's Keep
	Hindo's Hand	On the body of the imprisoned Monk in Abazigal's Enclave
	5,000 GP	

Sw1h75 — Katana +3

Location: Commonly found on enemies and in shops throughout the land

Damage: 1d10+3
Speed Factor: 1

THACO: +3	Weight: 3	Value: 1,560 GP

Sw1h76 — Scimitar +3

Location: Commonly found in stores and on enemies throughout the land

Damage: 1d10+3
Speed Factor: 1
Specials: Casts Lesser Restoration 1/day
Upgradable: To Hindo's Doom +4

THACO: +3	Weight: 2	Value: 1,050 GP

TWO-HANDED SWORDS

Damage Type: Slashing **Type:** Two-handed
Not usable By: Druid, Cleric, Mage, Thief

sw2h01 Two Handed Sword

Location: Commonly found on enemies and in shops throughout the land

Damage: 1D10 **Speed Factor:** 10
THACO: N/A | **Weight:** 15 | **Value:** 82 GP

sw2h02 Two Handed Sword +1

Location: Commonly found on enemies and in shops throughout the land

Damage: 1D10 +1 **Speed Factor:** 9
THACO: +1 | **Weight:** 12 | **Value:** 1,485 GP

sw2h03 Cursed Berserking Sword +3

Location: Den of the Seven Vales (in Waukeen's Promenade), from Smaeluv Orcslicer

Damage: 1D10 +3
Speed Factor: 10
Note: Causes the wielder to go berserk and can only be removed with Remove Curse spell
THACO: +3 | **Weight:** 15 | **Value:** 1,650 GP

sw2h07 Harbringer +3

Location: City of Ust' Natha, from the merchant

Fireball
There is a 5% chance per hit that a 10D6 fireball explodes, centered on the target
Flesh to Stone
All Ogres when hit must save vs. spells or be turned to stone
Damage: 1D10 +3 **Speed Factor:** 7
THACO: +3 | **Weight:** 10 | **Value:** 16,500 GP

sw2h08 Soul Reaver +4

Location: Kill the Demon Knights in the Kuo-Toan Dungeon, in the Underdark

Note: Each hit inflicts a cumulative 2 point penalty to the enemies' THACO
Duration: 20 rounds
Damage: 1D10 +4 **Speed Factor:** 6
Not usable By: Good aligned characters
THACO: +4 | **Weight:** 10 | **Value:** 20,625 GP

sw2h09 Warblade +4

Location: From Ribald, in the Adventurer's Mart (from his special wares)

Damage: 1D12 +4 **Speed Factor:** 6
THACO: +4 | **Weight:** 11 | **Value:** 28,875 GP

sw2h10 The Holy Avenger: Carsomyr +5

Location: Kill Firkraag, in the Domain of the Dragon (quite the task indeed)

50% Magic Resistance, +5 damage to chaotic evil opponents in addition to other bonuses, Dispel Magic whenever the sword strikes an opponent
Damage: 1D12 +5 **Speed Factor:** 5
Only Usable By: Paladins
THACO: +5 | **Weight:** 7 | **Value:** 33,000 GP

sw2h11 Two Handed Sword +2

Location: From Malaaq the Djinni, after brining him his Lamp (from the Dryads)

Damage: 1D10 +2 **Speed Factor:** 8
THACO: +2 | **Weight:** 10 | **Value:** 4,950 GP

sw2h14 Lilarcor +3

Location: Finish Quallo's quest, and get the sword from the sewer pipe puzzle (with all four ingredients)

Note: A talking sword? *'nuff said!*
Damage: 1D10+3 **Speed Factor:** 8
THACO: +3 | **Weight:** 10 | **Value:** 3,300 GP

sw2h15 Vorpal Blade

Location: From Cromwell, after you bring him both the hilt and the blade of the Silver Sword

Note: 15% chance each hit that the target must make a saving throw vs. death (-4 penalty) or die
Damage: 1D10 +3 **Speed Factor:** 10
THACO: +3 | **Weight:** 15 | **Value:** N/A

sw2h12 Flame of the North

Location: Asylum Dungeon, from the Mind Flayer behind the Mind Flayer painting

Note: 10% Magic Resistance
Damage: 1D10 +4 extra damage to chaotic evil opponents **Speed Factor:** 8
THACO: +2 | **Weight:** 10 | **Value:** 8,250 GP

Sw2h17 Gram the Sword of Grief +5

Location: Kill Abazigal, in Abazigal's Enclave

Damage: 1d10+5
Speed Factor: 5
Specials: 10% chance of 2d12 poison damage with each hit
Upgradable: To Gram the Sword of Grief +5 (with better abilities)
THACO: +5 | **Weight:** 9 | **Value:** 3,750 GP

Sw2h18 Gram the Sword of Grief +5 (upgraded)

Location: Made by Cespenar the Imp

Damage: 1d10+5
Speed Factor: 5
Specials: 10% chance of 2d12 poison damage with each hit, +5% Magic Resistance, Target must save vs. death (-5 penalty) or lose 1 level
THACO: +5 | **Weight:** 9 | **Value:** 4,050 GP

RECIPE

Item	Location
Gram the Sword of Grief +5	Abazigal's body
Heart of the Damned	Kill Odamoran the lich in Sendai's Enclave
5,000 GP	

Sw2h19 The Holy Avenger: Carsomyr +6

Location: Made by Cespenar the Imp

Damage: 1d12+6
Speed Factor: 4
Specials: Cast Dispel Magic 3/day, +50% Magic Resistance, Dispel Magic on target with each hit, +6 extra damage to chaotic evil enemies
Usable Only: Paladins
THACO: +6 | **Weight:** 6 | **Value:** 35,000 GP

RECIPE

Item	Location
Holy Avenger: Carsomyr +5	Kill Firkraag the dragon in Shadows of Amn
Eye of Tyr	Kill Odamoran the lich in Sendai's Enclave
5,000 GP	

Sw2h20 Two-Handed Sword +3

Location: Commonly found on enemies and in shops throughout the land

Damage: 1d10+3
Speed Factor: 7
THACO: +3 | **Weight:** 9 | **Value:** 1,500 GP

Sw2h21 Two-Handed Sword +5: Psion's Blade

Location: Found in one of the fire pits in Yaga-Shura's Enclave

Damage: 1d10+5
Speed Factor: 6
Specials: Wearer is immune to confusion and the Mind Flayer's mind blast ability
THACO: +5 | **Weight:** 7 | **Value:** 3,000 GP

MACES

Damage Type: Crushing **Type:** One-Handed
Not usable By: Druid, Mage, Thief

blun01 Mace

Location: Commonly found on enemies and in shops throughout the land

Damage: 1D6 +1 **Speed Factor:** 7
THACO: N/A | **Weight:** 8 | **Value:** 13 GP

blun05 Mace +1

Location: From Ribald, in the Adventurer's Mart

Damage: 1D6 +1 **Speed Factor:** 7
THACO: +1 **Weight:** 8 **Value:** 2,475 GP

blun12 Mace of Disruption +1

Location: In a pool of blood inside Bodhi's Dungeon (very useful weapon!)

Note: 2-12 (+4) damage to Undead, plus they must make a saving throw vs. death (-4 penalty) or be utterly destroyed
Damage: 1D6 +2 **Speed Factor:** 6
THACO: +1 **Weight:** 8 **Value:** 7,425 GP

blun18 Skullcrusher +3

Location: From Goldander, after helping him with his quest (in the Underdark)

Damage: 1D6 +4, +2 extra damage to humanoid creatures
Speed Factor: 4
THACO: +3 **Weight:** 6 **Value:** 8,250 GP

blun19 Mauler's Arm +2

Location: From Bernard, inside the Copper Coronet

Note: Increase wielder's STR to 18
Damage: 1D6 +3 **Speed Factor:** 5
THACO: +2 **Weight:** 7 **Value:** 5,775 GP

blun20 Ardutia's Fall +1

Location: After completing the Cult of the Unseeing Eye quest (from your respective temple)

Note: A creature hit by this mace must make a saving throw vs. spells at +3 or be slowed for 12 seconds
Damage: 1D6 +2 **Speed Factor:** 6
THACO: +1 **Weight:** 8 **Value:** 4,950 GP

blun21 Mace +2

Location: From Ribald, in the Adventurer's Mart (under his special wares)

Damage: 1D6 +3 **Speed Factor:** 5
THACO: +2 **Weight:** 9 **Value:** 4,125 GP

Blun28 Storm Star +3

Location: Made by the Machine of Lum on level four of Watcher's Keep

Damage: 1d6+4, +1d6 electricity damage
Speed factor: 4
Upgradable: To Storm Star +5
THACO: +3 **Weight:** 6 **Value:** 1,050 GP

Blun29 Storm Star +5

Location: Made by Cespenar the Imp

Damage: 1d6+5, +1d6 electricity damage
Speed factor: 2
Specials: +20% electricity resistance, 5% chance of Chain Lightning being cast with each successful hit
THACO: +5 **Weight:** 4 **Value:** 1,650 GP

RECIPE

Item	Location
Storm Star +3	By the Machine of Lum the Mad
Starfall Ore	Under Kiser Jhaeri's house in Saradush
5,000 gold	

Blun33 Mace +3

Location: Commonly found on enemies and in shops throughout the land

Damage: 1d6+4
Speed Factor: 4
THACO: +3 **Weight:** 6 **Value:** 1,050 GP

SPEARS

Damage Type: Piercing **Type:** Two-Handed
Not usable By: Cleric, Mage, Thief

spero1 Spear

Location: Commonly found on enemies and in shops throughout the land

Damage: 1D6 **Speed Factor:** 6
THACO: N/A **Weight:** 5 **Value:** 1 GP

spero2 Spear +1

Location: From Ribald, in the Adventurer's Mart

Damage: 1D6+1 **Speed Factor:** 5
THACO: +1 **Weight:** 5 **Value:** 1,650 GP

spero3 Spear +3: BackBiter

Location: Kill Riti, in the Underdark (as part of the iron sphere quest)

Note: Cursed! Three points of piercing damage inflicted upon the wielder every successful hit
Damage: 1D6 +3 **Speed Factor:** 6
THACO: +3 **Weight:** 5 **Value:** 3,300 GP

spero5 Spear +2

Location: From Ribald, in the Adventurer's Mart

Damage: 1D6 +2 **Speed Factor:** 4
THACO: +2 **Weight:** 3 **Value:** 2,475 GP

spero6 Spear +3

Location: From Ribald, in the Adventurer's Mart (under his special wares)

Damage: 1D6 +3 **Speed Factor:** 3
THACO: +3 **Weight:** 3 **Value:** 3,300 GP

spero7 Spear +2: Unicorn Spear

Location: Druid Grove, inside the Troll hideout, in a small pile of bones

Note: Immunity to Charm and Hold Person +3 to all saves vs. death
Damage: 1D6 +2 **Speed Factor:** 4
THACO: +2 **Weight:** 3 **Value:** 2,475 GP

spero8 Spear +3: Impaler

Location: Sahuagin City, kill the Sahuagin King (help Prince Villynaty)

Damage: 1D6 +3, +10 piercing damage
Speed Factor: 4
THACO: +3 **Weight:** 10 **Value:** 3,300 GP

spero9 Spear +1: Halcyon

Location: Bodhi's Dungeon, inside trapped coffin with Skeleton Warrior

Damage: 1D6+1 (+1 electrical) **Speed Factor:** 5
THACO: +1 **Weight:** 3 **Value:** 5,445 GP

sper10 Spear of Withering +4

Location: Ust' Natha, from merchant in town square

Damage: 1D6 +4, +4 poison damage
Speed Factor: 6
THACO: +4 **Weight:** 5 **Value:** 16,335 GP

Sper11 Ixil's Nail +4

Location: Found in the pool in one of the three challenge rooms on level five of Watcher's Keep

Damage: 1d6+4
Speed Factor: 6
Upgradable: To Ixil's Spike +6
THACO: +4 **Weight:** 5 **Value:** 2,970 GP

Sper12 Ixil's Spike +6

Location: Made by Cespenar the Imp

Damage: 1d6+6
Speed Factor: 2
Specials: Permanent Free Action on wielder, With each hit, enemy must save or be "pinned" for three rounds, taking 1d6+5 damage each round and rendering them immobile
THACO: +6 **Weight:** 5 **Value:** 1,300 GP

RECIPE

Item	Location
Ixil's Nail +4	Level five of Watcher's Keep
Ixil's Spike +2	Level two of Watcher's Keep
5,000 GP	

CLUBS

Damage Type: Crushing **Type:** One-Handed

blun01 Club

Location: Commonly found on enemies and in shops throughout the land

Damage: 1D6 **Speed Factor:** 4
THACO: N/A **Weight:** 3 **Value:** 1 GP

blun10 The Root of the Problem

Location: One of the rewards from the Druid Stronghold

***THACO:** +1, +3 vs. unnatural creatures
Damage: 1D6 +1, +3 unnatural creatures, +1 acid damage **Type:** Club **Speed Factor:** 3

THACO: +1*	Weight: 3	Value: N/A

blun22 Club +3: Blackblood

Location: Kill the Rangers looking for Valygar, in the Umar Hills (also available in Trademeet)

Damage: 1D6 +3, +3 acid damage
Speed Factor: 4

THACO: +3	Weight: 3	Value: 16,500 GP

blun23 Bone Club +2, +3 vs. Undead

Location: Asylum Dungeon, after completing puzzle

***THACO:** +2, +3 vs. Undead
Damage: 1D6 +2, +3 vs. Undead
Speed Factor: 4

THACO: +2*	Weight: 3	Value: N/A

blun24 Club +2: Gnasher

Location: From Delok, right before you enter the Druid Grove to fight Faldorn

Damage: 1D6 +2 **Speed Factor:** 4

THACO: N/A	Weight: 3	Value: 1,650 GP

Blun26 Club of Detonation +3

Location: Dropped by an enemy on the fifth level of Watcher's Keep

Damage: 1d6+3, +3 extra fire damage
Speed: 4
Specials: 20% chance of dealing an extra 10 fire damage with each hit,
7% chance of fireball centered on target with each successful hit
Upgradable: Club of Detonation +5

Armor Class: +3	Weight: 3	Value: 3,000 GP

Blun27 Club of Detonation +5

Location: Made by Cespenar the Imp

Damage: 1d6+5, +5 extra fire damage
Speed Factor: 4
Specials: 30% chance of dealing an extra 15 fire damage with each hit, 5% chance of fireball centered on target with each successful hit

THACO: +5	Weight: 1	Value: 3,600 GP

RECIPE

Item	Location
Club of Detonation +3	Dropped by an enemy on the fifth level of Watcher's Keep
Ring of Fire Resistance	
5,000 GP	

Blun31 Club +3

Location: Commonly found on enemies and in shops throughout the land

Damage: 1d6+3
Speed Factor: 1

Armor Class: +3	Weight: 1	Value: 900 GP

FLAILS

Damage Type: Crushing **Type:** One-Handed
Not usable By: Druid, Mage, Thief

blun02 Flail

Location: Commonly found on enemies and in shops throughout the land

Damage: 1D6 +1 **Speed Factor:** 7

THACO: N/A	Weight: 15	Value: 24 GP

blun03 Flail +1

Location: From Ribald, in the Adventurer's Mart

Damage: 1D6 +2 **Speed Factor:** 6

THACO: +1	Weight: 12	Value: 3,300 GP

blun06 Morning Star

Location: Commonly found on enemies and in shops throughout the land

Damage: 2D4 **Speed Factor:** 7

THACO: n/a	Weight: 12	Value: 16 GP

blun07 Morning Star +1

Location: From black market thief in the Slums District

Damage: 2D4 +1 **Speed Factor:** 7

THACO: +1	Weight: 12	Value: 2,970 GP

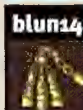
blun13 Flail +2

Location: From Ribald, in the Adventurer's Mart

Damage: 1D6 +2 **Speed Factor:** 5

THACO: +2	Weight: 12	Value: 4,950 GP

blun14 Flail of the Ages +3



Location: The de'Arnise Hold, after you take all three pieces and bring them to the forge in the basement

Note: A chance each hit that targets will be slowed (no saving throw)
Damage: 1D6 +4 , +1 Acid Damage, +1 Cold Damage, +1 Fire Damage **Speed Factor:** 4
Note: This Flail is the most desirable form of the Flail of the Ages, which comes in many forms. Place all three heads together, and you'll have this most incredible weapon.

THACO: +3	Weight: 10	Value: N/A

blun15 Morning Star +2

Location: From Ribald, in the Adventurer's Mart (under his special wares)

Damage: 2D4 +2 **Speed Factor:** 7

THACO: +2	Weight: 12	Value: 4,125 GP

blun16 The Sleeper +2

Location: From Bernard the merchant, at the Copper Coronet

Note: Any human or demi-human (excluding Elves) hit by the Sleeper must save vs. poison with a +4 bonus or fall asleep for 18 seconds
Damage: 2D4 +2 **Speed Factor:** 5

THACO: +2	Weight: 9	Value: 5,775 GP

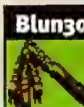
blun17 Wyvern's Tail +2

Location: Kill Draug Fea, in the Sewers beneath the Temple District

Note: Victims must make a saving throw vs. poison or take 5 HP of poison damage
Damage: 2D4 +2 **Speed Factor:** 5

THACO: +2	Weight: 9	Value: 5,775 GP

Blun30c Flail of Ages +4 (Poison)



Location: Made by Cespenar the Imp

Damage: 1d6+5, +1 fire damage, +1 cold damage, +1 acid damage, +1 poison damage
Speed Factor: 3
Specials: 33% chance with each hit that the target is slowed (no save)
Upgradable: To Flail of Ages +5

THACO: +4	Weight: 9	Value: 2,010 GP

RECIPE

Item	Location
Flail of Ages +3	In Bag of Holding at beginning of game
Poison head	Inside the slime pit on level two of Watcher's Keep
5,000 GP	

Blun30d Flail of Ages +4 (Electric)

Location: Made by Cespenar the Imp

Damage: 1d6+5, +1 fire damage, +1 cold damage, +1 acid damage, +1 electric damage
Speed Factor: 3
Specials: 33% chance with each hit that the target is slowed (no save)
Upgradable: To Flail of Ages +5

THACO: +4	Weight: 9	Value: 2,010 GP

RECIPE

Item	Location
Flail of Ages +3	In Bag of Holding at beginning of game
Electric head	Kill Abazigal, in his Enclave
5,000 GP	

Blun32 Flail +3

Location: Commonly found on enemies and in shops throughout the land

Damage: 1d6+4
Speed Factor: 4

THACO: 3	Weight: 8	Value: 1,200 GP

Blun34 Morning Star +3

Location: Commonly found on enemies and in shops throughout the land

Damage: 2d4+3
Speed Factor: 4

THACO: 3	Weight: 8	Value: 1,050 GP

Blun35 Morning Star +4: Ice Star

Location: Kill Gromnir, in Saradush

Damage: 2d4+4, +1d4 cold damage
Speed Factor: 3
Specials: +20% to Fire Resistance

THACO: +4	Weight: 6	Value: 2,100 GP

Blun30 Flail of Ages +5

Location: Made by Cespenar the Imp

Damage factor: 1d6+6, +2 fire damage, +2 cold damage, +2 acid damage, +2 electric damage, +2 poison damage
Speed Factor: 3
Specials: 33% chance with each hit that the target is slowed (no save), Permanent Free Action, +5% Magic Resistance

THACO: +5	Weight: 8	Value: 2,850 GP

RECIPE

You can either match a Flail of Ages +4 (Poison) with an Electric head, or vice versa; the order in which the heads are attached doesn't matter.

Item	Location
A: Flail of Ages +4 (Poison) B: Flail of Ages +4 (Electric)	Made by Cespenar
A: Electric head	Kill Abazigal in his Enclave
B: Poison head	Level two of Watcher's Keep
5,000 GP	

CROSSBOWS

Damage Type: Missile **Type:** Two-Handed
Not usable By: Druid, Cleric, Mage, Thief

xbow01 Heavy Crossbow

Location: Commonly found on enemies and in shops throughout the land

Damage: +2 (missile) **Speed Factor:** 10

THACO: n/a	Weight: 10	Value: 82 GP

xbow02 Heavy Crossbow +1

Location: From Ribald, in the Adventurer's Mart

Damage: +3 (missile) **Speed Factor:** 9

THACO: +1	Weight: 9	Value: 4,950 GP

xbow03 Heavy Crossbow of Accuracy +5

Location: You'll find this on the captain of the Beholder Cult (as part of the Unseeing Eye quest)

Damage: +2 (missile) **Speed Factor:** 7

THACO: +5	Weight: 10	Value: 12,540 GP

xbow04 Light Crossbow

Location: Commonly found on enemies and in shops throughout the land

Speed Factor: 5

THACO: n/a	Weight: 7	Value: 57 GP

xbow05 Light Crossbow +1

Location: From Ribald, in the Adventurer's Mart

Damage: +1 (missile) **Speed Factor:** 4

THACO: +1	Weight: 6	Value: 4,125 GP

xbow06 Light Crossbow of Speed

Location: From Bernard, the merchant in the Copper Coronet

Damage: +1 (missile) **Speed Factor:** 5

THACO: +1	Weight: 5	Value: 9,900 GP

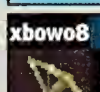
xbow07 Heavy Crossbow +2

Location: From Ribald, in the Adventurer's Mart

Damage: +4 (missile) **Speed Factor:** 8

THACO: +2	Weight: 11	Value: 7,425 GP

xbow08 Giant Hair Crossbow +3



Location: From Ribald, in the Adventurer's Mart

Damage: +5 (missile) **Speed Factor:** 7

THACO: +3	Weight: 11	Value: 14,850 GP

xbow09 Light Crossbow +2

Location: From Ribald, in the Adventurer's Mart (under his special wares)

Damage: +2 (missile) **Speed Factor:** 3

THACO: +2	Weight: 5	Value: 4,950 GP

xbow10 Necaradan's Crossbow +3

Location: Underdark, reward from Silver Dragon

Equipped Penalties: -2 STR penalty
Damage: +4 (Missile) **Speed Factor:** 6

THACO: +4	Weight: 9	Value: 7,425 GP

xbow13 Crossbow of Affliction +4

Location: Inside Drush's Tower, after defeating Deirex the Lich (and meeting Jarlaxle)

Damage: +1 (Missile) **Speed Factor:** 5

THACO: +1	Weight: 5	Value: 57 GP

xbow14 Heavy Crossbow of Searing +1

Location: From Ribald, at the Adventurer's Mart

Damage: +3 (Missile) **Speed Factor:** 9

THACO: +1	Weight: 10	Value: 11,550 GP

Xbow15 Firetooth +4

Location: Bought from Garlena, atop Watcher's Keep

Damage: 1d8+4, +2 fire damage
Speed Factor: 1
Specials: Automatically creates and shoots Fire Arrows, and therefore needs no ammunition
Upgradable: To Firetooth +5

THACO: +6 (+4 bow, +2 arrows)	Weight: 5	Value: 3,875 GP

Xbow16 Firetooth +5

Location: Made by Cespenar the Imp

Damage: 1d8+5, +2 fire damage
Speed Factor: 1
Specials: Automatically creates and shoots Fire Arrows, and therefore needs no ammunition

THACO: +7 (+5 bow, +2 arrows)	Weight: 10	Value: 1,650 GP

RECIPE

Item	Location
Firetooth +4	Bought from Garlena on Watcher's Keep
Bowstring of Gond	Lt. Egiessag's body
5,000 GP	

Xbow17 Heavy Crossbow +3

Location: Commonly found on enemies and in shops throughout the land

Damage: Missile damage +5
Speed Factor: 7

THACO: +3	Weight: 10	Value: 1,650 GP

Xbow18 Light Crossbow +3

Location: Commonly found on enemies and in shops throughout the land

Damage: Missile damage +3
Speed Factor: 2

THACO: +3	Weight: 4	Value: 1,200 GP

SHORT BOWS

Damage Type: Missile **Type:** Two-Handed
Not usable By: Druid, Cleric, Mage

bow05 Short Bow

Location: Commonly found on enemies and in shops throughout the land

Speed Factor: 6

THACO: n/a	Weight: 2	Value: 49 GP

bow06 Short Bow +1

Location: From Ribald, in the Adventurer's Mart

Speed Factor: 5

THACO: +1	Weight: 2	Value: 577 GP

bow14 — Tuigan Bow +1

Location: Kill the Beastmaster, in the Copper Coronet

Note: Three shots per round of attack
Damage: +1 **Speed Factor:** 5

THACO: +1	Weight: 2	Value: 5,775 GP

bow15 — Tansheron's Bow +3

Location: From the merchant in Trademeet

Note: This powerful bow requires no ammunition — it uses Phantom Arrows of its own.
Speed Factor: 3

THACO: +3	Weight: 2	Value: 8,250 GP

bow18 — Short Bow +2

Location: From Ribald, in the Adventurer's Mart

Speed Factor: 5

THACO: +2	Weight: 2	Value: 3,630 GP

bow19 — Short Bow of Gesen

Location: From Cromwell, after bringing him both the shaft and the string of Gesen

Note: Grants user 20% resistance to electrical damage
Speed Factor: 4

THACO: +2	Weight: 2	Value: 12,375 GP

Bow20 — Darkfire Bow +4

Location: Archer Captain's body in Amkethran

Speed Factor: 2
Specials: Improved Haste 1/day, +5% to fire and cold resistance
Upgradable: To Darkfire Bow +5

THACO: +4	Weight: 1	Value: 1,290 GP

Bow21 — Darkfire Bow +5

Location: Made by Cespenar the Imp

Speed Factor: 1
Specials: Improved Haste 1/day, +5% to fire and cold resistance

THACO: +5	Weight: 1	Value: 1,950 GP

RECIPE	Item	Location
	Darkfire Bow +4	Archer Captain's body in Amkethran
	Bowstring of Gond	Found in the Mind Flayer Prison, in Sendai's Enclave
	5,000 gold	

Bow26 — Short Bow +3

Location: Commonly found on enemies and in shops throughout the land

Speed Factor: 3

THACO: +3	Weight: 1	Value: 990 GP

LONG BOWS

Damage Type: Missile **Type:** Two-Handed
Not usable By: Druid, Cleric, Mage, Thief

Note: *Composite Bows are NOT useable by Bards*

bow01 — Composite Long Bow

Location: Commonly found on enemies and in shops throughout the land

Damage: +1 **Speed Factor:** 7

THACO: +1	Weight: 10	Value: 165 GP

bow02 — Composite Long Bow +1

Location: From Ribald, in the Adventurer's Mart

Damage: +1 **Speed Factor:** 6

THACO: +2	Weight: 9	Value: 4,125 GP

bow03 — Long Bow

Location: Commonly found on enemies and in shops throughout the land

Speed Factor: 7

THACO: +1	Weight: 3	Value: 123 GP

bow04 — Long Bow +1

Location: From Ribald, in the Adventurer's Mart

Speed Factor: 6

THACO: +2	Weight: 3	Value: 2,640 GP

bow07 — Long Bow of Marksmanship

Location: From Ribald, in the Adventurer's Mart

Speed Factor: 5

THACO: +3	Weight: 2	Value: 9,075 GP

bow09 — Ripper +2

Location: Planar Sphere, from Togan the Darksun Halfling

Requires: 18 STR **Damage:** +2 **Speed Factor:** 5

THACO: +2	Weight: 8	Value: 6,105 GP

bow10 — Heartseeker +3

Location: In the Domain of the Dragon, hidden in the secret room with the Beljuril

Note: Once per day, user can increase bow's aim to an additional +7 to hit for nine seconds
Damage: +2 **Speed Factor:** 4

THACO: +4	Weight: 7	Value: 12,870 GP

bow11 — Strong Arm +2

Location: From Ribald, in the Adventurer's Mart

Damage: +3 **Speed Factor:** 4

THACO: +3	Weight: 7	Value: 975 GP

bow12 — Elven Court Bow +3

Location: In Suldanesslar, from War Elf

Speed Factor: 4

THACO: +4	Weight: 2	Value: 4,125 GP

bow13 — Mana Bow +4

Location: In the de'Arnise Hold, inside the statue guarded by the Golems

Note: +20% to resist magical damage
Damage: +1 **Speed Factor:** 3

THACO: +4	Weight: 4	Value: 5,775 GP

bow16 — Composite Long Bow +2

Location: From Ribald, in the Adventurer's Mart (under his special wares)

Damage: +1 **Speed Factor:** 5

THACO: +3	Weight: 8	Value: 4,537 GP

bow17 — Long Bow +2

Location: From Ribald, in the Adventurer's Mart

Speed Factor: 6

THACO: +3	Weight: 3	Value: 3,300 GP

Bow22 — Taralash +4

Location: Found on one of the enemies on the fifth level of Watcher's Keep

Speed Factor: 3
Specials: Increases movement rate of wielder by 2
Upgradable: To Taralash +5

THACO: +4	Weight: 2	Value: 1,110 GP

Bow23 — Taralash +5

Location: Made by Cespenar the Imp

Speed Factor: 2
Specials: Increases movement rate of wielder by 2

THACO: +5	Weight: 1	Value: 1,260 GP

RECIPE	Item	Location
	Taralash +4	Level five of Watcher's Keep
	Bowstring of Gond	Lt. Egiessag's body
	5,000 GP	

Bow24 — Composite Long Bow +3

Location: Commonly found on enemies and in shops throughout the land

Damage: : +1
Speed Factor: 4

THACO: +4	Weight: 7	Value: 1,125 GP

Bow25 — Long Bow +3

Location: Commonly found on enemies and in shops throughout the land

Speed Factor: 5

THACO: +3	Weight: 2	Value: 750 GP

SLINGS

Damage Type: Missile **Type:** One-Handed
Not usable By: All, unless otherwise noted

sling01 Sling

Location: Commonly found on enemies and in shops throughout the land

Speed Factor: 6

THACO: N/A	Weight: 0	Value: 1 GP

sling02 Sling +1

Location: From the Storekeep in Waukeen's Promenade

Damage: +1 (missile damage) **Speed Factor:** 5

THACO: +1	Weight: 0	Value: 165 GP

sling03 Sling +3

Location: From Ribald, in the Adventurer's Mart (from his special wares)

Damage: +3 (missile damage) **Speed Factor:** 4

THACO: N/A	Weight: 0	Value: 1,155 GP

sling04 Sling +2

Location: From Ribald, in the Adventurer's Mart

Damage: +2 (missile damage) **Speed Factor:** 4

THACO: +2	Weight: 0	Value: 1,237 GP

sling05 Sling +3: Arla's Dragonbane

Location: Shade Lord's Dungeon, inside the statue with the Sun Gem

Damage: +3 (missile weapons) **Speed Factor:** 3

THACO: +3	Weight: 0	Value: 2,475 GP

sling06 The Sling +4: Arvoreen

Location: Beholder Dungeon, in the Underdark

Note: Sonic boom once per day, must save vs. spell or be stunned for three rounds
Damage: +4 (missile damage) **Speed Factor:** 2

THACO: +4	Weight: 0	Value: 4,125 GP

sling07 Sling of Seeking +2

Location: From Bernard the merchant, at the Copper Coronet

Damage: missile damage), plus Strength bonus
Speed Factor: 4

THACO: +2	Weight: 0	Value: 2,970 GP

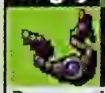
sling08 Erinne Sling +4

Location: Found on the fifth level of Watcher's Keep

Damage: Missile damage +4
Speed Factor: 0
Specials: Can create 5 +4 bullets once per day
Upgradable: To Erinne Sling +5

THACO: +4	Weight: 0	Value: 750 GP

sling09 Erinne Sling +5



Location: Made by Cespenar the Imp

Damage: Missile damage +5
Speed Factor: 0
Specials: Can create 5 +4 bullets once per day

THACO: +5	Weight: 0	Value: 1,125 GP

RECIPE	Item	Location
	Erinne Sling +4	Level five of Watcher's Keep
	5,000 GP	

sling10 Sling +3

Location: Commonly found on enemies and in shops throughout the land

Damage: Missile damage +3
Speed Factor:3

THACO: +3	Weight: 0	Value: 465 GP

BATTLE AXES

Damage Type: Slashing **Type:** One-Handed
Not usable By: Druid, Cleric, Mage, Thief

ax1h01 Battle Axe

Location: Commonly found on enemies and in shops throughout the land

Damage: 1D8 **Speed Factor:** 7

THACO: N/A	Weight: 7	Value: 8 GP

ax1h02 Battle Axe +1

Location: From Ribald, in the Adventurer's Mart

Damage: 1D8+1 **Speed Factor:** 6

THACO: +1	Weight: 7	Value: 2,475 GP

ax1h03 Battle Axe +2

Location: From Ribald, in the Adventurer's Mart (under his special wares)

Damage: 1D8+2 **Speed Factor:** 5

THACO: +2	Weight: 5	Value: 4,950 GP

ax1h04 Throwing Axe

Location: Commonly found on enemies and in shops throughout the land

Damage: 1D6 +2 **Speed Factor:** 4
Damage Type: Missile (piercing)

THACO: +2	Weight: 5	Value: 8 GP

ax1h06 Throwing Axe +2

Location: From Ribald, in the Adventurer's Mart (special wares)

Note: Returns to users hand once thrown
Damage: 1D6 +3 **Speed Factor:** 2

THACO: N/A	Weight: 3	Value: 7,425 GP

ax1h08 Hangard's Axe +2

Location: Kill Tarnor, in the Sewers beneath the Temple District

Note: Axe returns to the wielder instantly after attack is made
Damage: 2D6 +2 **Speed Factor:** 2

THACO: +2	Weight: 3	Value: 4,125 GP

ax1h09 Rifthome Axe +3

Location: From Ribald, in the Adventurer's Mart

Note: Axe returns to the wielder instantly after attack is made
Damage: 2D6 +3 **Speed Factor:** 1

THACO: +3	Weight: 2	Value: 5,775 GP

ax1h10 Azuredge

Location: From Bernard the merchant, at the Copper Coronet

Note: 2-12 (+4) damage to undead, plus they must make a saving throw vs. death (-4 penalty) or be utterly destroyed
Damage: 2D6 (melee), 3D6 (missile)
Speed Factor: 1

THACO: +3	Weight: 2	Value: 5,775 GP

ax1h12 Battle Axe +3: Stonefire

Location: From Bernard the merchant, at the Copper Coronet

Damage: 1D8 +3, +2 points fire damage to target
Speed Factor: 4

THACO: +3	Weight: 7	Value: 2,475 GP

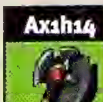
ax1h13 Battle Axe +3: Frostreaver

Location: Inside de'Arnise Hold, in the statue guarded by Golems

Note: +1 points cold, +1 point acid damage to target
Damage: 1D8 +3 **Speed Factor:** 4

THACO: +3	Weight: 7	Value: 2,475 GP

Ax1h14 Axe of the Unyielding +3



Location: Found near the Machine of Lum the Mad on the fourth level of Watcher's Keep

Damage: 1d8+3
Speed Factor: 4
Specials: +1 to AC while equipped, Wielder regenerates 1 hp per round
Upgradable: To Axe of the Unyielding +5

THACO: +3	Weight: 7	Value: 1,410 GP

Ax1h15 Axe of the Unyielding +5

Location: Made by Cespenar the Imp

Damage: 1d8+5
Speed Factor: 2
Specials: +1 to AC while equipped, Wielder regenerates 3 hp per round, +1 to Constitution while equipped, 10% chance of instant death due to decapitation with each hit

THACO: +5	Weight: 5	Value: 2,310 GP

RECIPE

Item	Location
Axe of the Unyielding +3	Level four of Watcher's Keep
Baalor's Claw	Kill Berenn, in Yaga-Shura's Enclave
5,000 GP	

Ax1h16 K'logorath +4

Location: Bought from the Smuggler's store in Amkethran

Damage: 1d6+4
Speed Factor: 0
Specials: Axe returns to owner's hand immediately after being thrown, Target saves vs. death or is knocked down and takes 2d6 extra damage

THACO: +4	Weight: 1	Value: 7,500 GP

Ax1h17 Battle Axe +3

Location: Commonly found on enemies and in shops throughout the land

Damage: 1d8+3
Speed Factor: 4

THACO: +3	Weight: 4	Value: 1,200 GP

DAGGERS

Damage Type: Piercing **Type:** One-Handed
Not usable By: Cleric

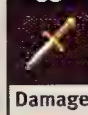
dagg01 Dagger

Location: Commonly found on enemies and in shops throughout the land

Damage: 1D4 **Speed Factor:** 2

THACO: N/A	Weight: 1	Value: 3 GP

dagg02 Dagger +1



Location: Irenicus' Dungeon, behind the very first painting

Damage: 1D4 +1 **Speed Factor:** 1

THACO: +1	Weight: 1	Value: 495 GP

dagg03 Dagger +2

Location: From Ribald, in the Adventurer's Mart (under his special wares)

Damage: 1D4 +2 **Speed Factor:** 1

THACO: +2	Weight: 1	Value: 3,300 GP

dagg05 Throwing Dagger

Location: Commonly found on enemies and in shops throughout the land

Damage: 1D4 **Speed Factor:** 2

THACO: N/A	Weight: 1	Value: 16 GP

dagg12 Fire Tooth +3

Location: From Ribald, in the Adventurer's Mart (special wares)

Note: Dagger returns to the thrower
Damage: 2D4 +3 **Speed Factor:** 1

THACO: +3	Weight: 1	Value: 9,075 GP

dagg13 Pixie Prick +3

Location: Astral Prison, from the bounty hunter who backstabs you

Note: Target must make a saving throw vs. Poison or fall asleep for two rounds
Damage: 1D4 +3 **Speed Factor:** 0

THACO: +3	Weight: 1	Value: 4,950 GP

dagg14 Bone Blade +4

Location: Artemis' body, in Bodhi's Dungeon (2nd visit)

Damage: 1D4 +4 **Speed Factor:** 0

THACO: +4	Weight: 1	Value: 9,900 GP

dagg16 Poison Throwing Dagger

Location: Commonly found on enemies and in shops throughout the land

Damage Poison: 2 HP of damage per second
Damage: 1D4 **Speed Factor:** 2

THACO: n/a	Weight: 1	Value: 1 GP

dagg19 Dagger of [Character Name]

Location: Mage Stronghold, one of the rewards

Damage: 1D4 +1 **Speed Factor:** 1

THACO: +1	Weight: 1	Value: N/A

dagg17 Stiletto of Demarchess +2

Location: Kill Necre, inside the Planar Sphere

Note: Hold Person: A 20% chance each hit that the victim must save vs. death or be held for two rounds
Damage: 1D4 +2 **Speed Factor:** 0

THACO: +2	Weight: 1	Value: 3,300 GP

Dagg21 Dagger of the Star +4

Location: Kill the Demilich on level four of Watcher's Keep

Damage: 1d4+4
Speed Factor: 0
Specials: With each hit, there is a 5% chance of the attacker going invisible for 60 seconds
Upgradable: To Dagger of the Star +5

THACO: +4	Weight: 1	Value: 1,800 GP

Dagg22 Dagger of the Star +5

Location: Made by Cespenar the Imp

Damage: 1d4+5
Speed Factor: 0
Specials: With each hit, there is a 15% chance of the attacker going invisible for 60 seconds, Each hit has a 5% chance of dealing an additional 1d8 fire and 1d8 electric damage to the target

THACO: +5	Weight: 1	Value: 2,250 GP

RECIPE

Item	Location
Dagger of the Star +4	Level four of Watcher's Keep
5 Star Sapphires	Found throughout the game in various areas
5,000 GP	

Dagg23 Ixil's Spike +2

Location: Found on the second level of Watcher's Keep

Damage: 1d4+2
Speed Factor: 0
Upgradable: To Ixil's Spike +6 (see Spears)

THACO: +2	Weight: 1	Value: 600 GP

Dagg24 Dagger +3

Location: Commonly found on enemies and in shops throughout the land

Damage: 1d4+3
Speed Factor: 0

THACO: +3	Weight: 0	Value: 900 GP

HALBEROS

Damage Type: Piercing **Type:** Two-Handed
Not usable By: Druid, Cleric, Mage, Thief

halbo1 Halberd

Location: Commonly found on enemies and in shops throughout the land

Damage: 1D10 **Speed Factor:** 9

THACO: N/A	Weight: 15	Value: 16 GP

halbo2 Halberd +1

Location: From Aledrian, on the second floor of Gaelan Bayle's home

Damage: 1D10 +1 **Speed Factor:** 8

THACO: +1	Weight: 14	Value: 3,300 GP

halbo3 Halberd +2

Location: From Ribald, in the Adventurer's Mart

Damage: 1D10 +2 **Speed Factor:** 7

THACO: +2	Weight: 12	Value: 5,775 GP

halbo4 — Dragon Bane +3

Location: In the Lower Reaches, as part of the Cult of the Unseeing Eye quest

Damage: 1D10 +3, +6 to dragons **Speed Factor:** 9

THACO: +3	Weight: 12	Value: 9,075 GP

halbo5 — Dragon's Breath +4

Location: Underdark, from the Demon at the end of the ritual

Note: +1 point electrical, acid and poison damage
Damage: 1D10 **Speed Factor:** 5

THACO: +4	Weight: 12	Value: 10,725 GP

halbo6 — Blackmist +4

Location: From Demon in the Underdark, only if you sacrifice the Real Eggs to the Demon

Blindness: Three times a day save vs. spells
Damage: 1D10 +4 **Speed Factor:** 5

THACO: +4	Weight: 10	Value: 18,975 GP

halbo8 — Halberd +2: Darkblade

Location: From Patrick (the Shade Lord's apprentice), in the Shade Lord Dungeon

Damage: 1D10 +2, +2 points of cold damage
Speed Factor: 7

THACO: +2	Weight: 12	Value: 5,775 GP

halbo9 — Halberd +4: Wave

Location: From Cromwell, after bringing him both the shaft and the head

Note: 15% chance of draining victim of water (+15% damage), Slays Fire Elementals, Efreeti, Salamanders (no save)
Damage: 1D10 +4 **Speed Factor:** 5

THACO: +4	Weight: 12	Value: 12,375 GP

Halb10 — Ravager +4

Location: Found in the inner sanctum of Yaga-Shura's Enclave

Damage: 1d10+4
Speed Factor: 5
Specials: Casts Cloak of Fear 2/day
Upgradable: To Ravager +6

THACO: +4	Weight: 12	Value: 2,370 GP

Halb11 — Ravager +6

Location: Made by Cespenar the Imp

Damage: 1d10+6
Speed Factor: 3
Specials: Casts Cloak of Fear 3/day, 3-18 bonus damage with each hit unless target saves vs. poison, 10% chance of instant death by decapitation with each hit (no save)

THACO: +6	Weight: 10	Value: 2,700 GP

RECIPE

Item	Location
Ravager +4	Inner sanctum of Yaga-Shura's Enclave
Serpent Shaft	Kill Azamantes on level five of Watcher's Keep
5,000 GP	

Halb12 — Halberd +3

Location: Commonly found on enemies and in shops throughout the land

Damage: 1d10+3
Speed Factor: 6

THACO: +3	Weight: 11	Value: 1,350 GP

WANDS

Not usable By: Fighter, Thief

wando2 — Wand of Fear

Location: From Storekeep in the Slums District

Note: Cause enemies to run in fear unless they save vs. spells **Duration:** 15 rounds

Range: 100ft.	Area: 20ft. radius	Value: 14,850 GP

wando3 — Wand of Magic Missiles

Location: Irenicus' Dungeon, after completing the wand key puzzle

Note: One magic missile will strike target save vs. spells **Damage:** 1D4 +1

Range: 100ft.	Area: 1 creature	Value: 8,250 GP

wando4 — Wand of Paralyzation

Location: Available in many fine stores across the land

Note: Stun target unless save vs. wands with –4 penalty **Duration:** 10 rounds

Range: 100ft.	Area: 1 creature	Value: 13,200 GP

wando5 — Wand of Fire

Location: Irenicus' Dungeon, after completing the wand key puzzle

Ability 1: *Fireball (6D6)*
Ability 2: *Agannazar's Scorcher*

Range: N/A	Area: N/A	Value: 14,025 GP

wando6 — Wand of Frost

Location: Irenicus' Dungeon, after completing the wand key puzzle

Column of Ice
Damage: 8D6 (save vs. wands for half)

Range: 100ft.	Area: 1 creature	Value: 13,200 GP

wando7 — Wand of Lightning

Location: Irenicus' Dungeon, after completing the wand key puzzle

Lightning Bolt (6D6)

Range: N/A	Area: N/A	Value: 13,200 GP

wando8 — Wand of Sleep

Location: Available in many fine stores across the land

Note: Sleep unless victim saves vs. wands
Duration: 2 turns

Range: 90ft.	Area: 20ft. radius	Value: 12,375 GP

wando9 — Wand of Polymorphing

Location: Available in many fine stores across the land

Note: Polymorph target into squirrel unless save vs. wands

Range: 5ft.	Area: 1 creature	Value: 24,750 GP

wand10 — Wand of Monster Summoning

Location: Irenicus' Dungeon, after completing the wand key puzzle

Note: Summon 12 HD of monsters
Duration: 2 turns

Range: 20ft.	Area: N/A	Value: 20,625 GP

wand11 — Wand of the Heavens

Location: Astral Prison, from Yuan-Ti Mage

Flame Strike
Damage: 8D6 (save vs. wands for half)

Range: 120ft.	Area: 1 creature	Value: 24,750 GP

wand12 — Wand of Wonder

Location: In the Sewers under the Temple District, inside the small Illithid outpost

Note: Random effects appear each time the wand is used

Range: N/A	Area: N/A	Value: 16,500 GP

wand13 — Wand of CloudKill

Location: Irenicus' Dungeon, after completing the wand key puzzle

Note: 1-10 damage per round
1-4 HD: Instant death no save
5-6HD: Save vs. spell or instant death
Duration: 1D4 turns

Range: 60ft. rad.	Area: 20ft. radius	Value: 14,850 GP

wand15 — Wand of the Apprenti

Location: Mage Stronghold, one of the rewards

Effect: Casts Random Spell

Range: N/A	Area: N/A	Value: 3,300 GP

Wand18 — Wand of Spell Striking

Location: Commonly found on enemies and in shops throughout the land

Ability 1: Breach
Ability 2: Pierce Magic

RANGE: N/A	Area: 1 enemy	Value: 245 GP

Wand19 — Wand of Cursing

Location: Commonly found on enemies and in shops throughout the land

NOTE: Casts Blindness, Deafness, and Silence on one target

RANGE: N/A	Area: 1 enemy	Value: 187 GP

PROJECTILES

Not usable By: Characters who can use respective weapons

bullo1 — Bullet

Location: Commonly found on enemies and in shops throughout the land

THACO: N/A	Damage: 1D4 +1	Value: 1 GP

bullo2 — Bullet +1

Location: Commonly found on enemies and in shops throughout the land

THACO: +1	Damage: 1D4 +2	Value: 132 GP

bullo3 — Bullet +2

Location: Commonly found on enemies and in shops throughout the land

THACO: +2	Damage: 1D4 +3	Value: 246 GP

bullo4 — Sunstone Bullet +1

Location: Inside the Shade Lord Dungeon, used as ammo to kill the Shadow Altar

***Damage:** 1D4 +2, +2 Fire Damage

THACO: +1	Damage: 1D4 +2*	Value: 65 GP

Bullo5 — Bullet +3

Location: Can be bought in bulk at the Tavern in Saradush

THACO: +3	Damage: 1d4+4	Value: 6 GP per bullet

Bullo6 — Bullet +4

Location: Can be bought in bulk at the Tavern in Saradush

THACO: +4	Damage: 1d4+5	Value: 7 GP per bullet

dart01 — Dart

Location: Commonly found on enemies and in shops throughout the land

Speed Factor: 2

THACO: n/a	Damage: 1D3	Value: 1 GP

dart02 — Dart +1

Location: Commonly found on enemies and in shops throughout the land

Speed Factor: 1

THACO: +1	Damage: 1D3 +1	Value: 132 GP

dart03 — Dart of Stunning

Location: From Ribald, in the Adventurer's Mart (under his special wares)

Note: Target must save vs. spell or be stunned for seven rounds **Speed Factor:** 2

THACO: N/A	Damage: 1D3	Value: 825 GP

dart04 — Dart of Wounding

Location: From Ribald, in the Adventurer's Mart (under his special wares)

Poison: 20 damage in 20 seconds (save vs. death for none) **Speed Factor:** 2

THACO: N/A	Damage: 1D3	Value: 410 GP

dart05 — Asp's Nest

Location: From Ribald, in the Adventurer's Mart (under his special wares)

Poison: 1 HP damage to target every 3 seconds, until 40 HP damage is inflicted

THACO: +1	Damage: 1D3+1	Value: 1,235 GP

Dart08 — Crimson Dart +3

Location: Found in chest on the first floor of Watcher's Keep

Speed Factor: 0
Special: Dart returns to owner's hand after being thrown

THACO: +3	Damage: 1d3+3	Value: 375 GP

bolt01 — Bolt

Location: Commonly found on enemies and in shops throughout the land

THACO: N/A	Damage: 1D8	Value: 1 GP

bolt02 — Bolt +1

Location: Commonly found on enemies and in shops throughout the land

Damage: 1D4 +2, +2 Fire Damage

THACO: +1	Damage: 1D8	Value: 82 GP

bolt03 — Bolt of Lightning

Location: From Ribald, in the Adventurer's Mart (under his special wares)

Special: 4D4 electric damage (save vs. breath for half)

THACO: N/A	Damage: 1D8	Value: 245 GP

bolt04 — Bolt of Biting

Location: From Ribald, in the Adventurer's Mart (under his special wares)

Poison: 30 damage in 15 seconds (save vs. death for none)

THACO: N/A	Damage: 1D8	Value: 615 GP

bolt05 — Bolt of Polymorphing

Location: Commonly found on enemies and in shops throughout the land

Special: save vs. petr/poly or turn into squirrel
Duration: permanent

THACO: N/A	Damage: 1D8	Value: 3,300 GP

bullo6 — Bolt +2

Location: From Ribald, in the Adventurer's Mart

THACO: +2	Damage: 1D8	Value: 164 GP

Bolt09 — Bolt +3

Location: Can be bought in bulk at the Tavern in Saradush

THACO: +3	Damage: 1d8	Value: 6 GP per bolt

arow01 — Arrow

Location: Commonly found on enemies and in shops throughout the land

THACO: N/A	Damage: 1D6	Value: 1 GP

arow02 — Arrow +1

Location: Commonly found on enemies and in shops throughout the land

THACO: +1	Damage: 1D6	Value: 84 GP

arow03 — Arrow of Slaying

Location: Commonly found on enemies and in shops throughout the land

Special: Slays an Ogre Mage upon touch

THACO: N/A	Damage: 1D6	Value: 4,125 GP

arow04 Acid Arrows

Location: From Storekeep in the Slums District

Special: 1D3 acid damage

THACO: +1	Damage: 1D6 +1	Value: 165 GP

arow05 Arrows of Biting

Location: From Ribald, in the Adventurer's Mart (under his special wares)

Poison: 30% of total maximum HP within 20 seconds after contact unless save vs. death made

THACO: N/A	Damage: 1D6	Value: 1,235 GP

arow07 Arrows of Dispelling

Location: Commonly found on enemies and in shops throughout the land

Special: Dispel Magic affection target

THACO: N/A	Damage: 1D6	Value: 2,475 GP

arow08 Arrows of Fire

Location: Commonly found on enemies and in shops throughout the land

Special: 1D2 fire damage (save vs. spell for none)

THACO: N/A	Damage: 1D6	Value: 120 GP

arow09 Arrows of Ice

Location: From Ribald, in the Adventurer's Mart (under his special wares)

Special: 1D2 cold damage (save vs. spell for none)

THACO: N/A	Damage: 1D6	Value: 120 GP

arow10 Arrows of Piercing

Location: From black market thief in the Slums district

Special: +6 physical (piercing) damage (save vs. spell for none)

THACO: +4	Damage: 1D6	Value: 410 GP

arow11 Arrows +2

Location: Commonly found at most shops and merchants. High level monsters also carry them.

THACO: +2	Damage: 1D6+2	Value: 16 GP

Arow15 Arrow +3

Location: Can be bought in bulk at the Tavern in Saradush

THACO: +3	Damage: 1d6	Value: 6 GP per arrow

Quivero1 Quiver of Plenty +1

Location: Found on the first level of Watcher's Keep

NOTE: When placed in an inventory slot reserved for ammunition, will magically create an infinite number of +1 arrows, as necessary
Upgradable: To Quiver of Plenty +2

THACO: +1	Damage: 1d6	Value: 600 GP

Quivero2 Case of Plenty +1

Location: Found on the first level of Watcher's Keep

NOTE: When placed in an inventory slot reserved for ammunition, will magically create an infinite number of +1 bolts, as necessary
Upgradable: To Case of Bolts +2

THACO: +1	Damage: 1d8	Value: 600 GP

Quivero3 Quiver of Plenty +2

Location: Made by Cespenar the Imp

NOTE: When placed in an inventory slot reserved for ammunition, will magically create an infinite number of +2 arrows, as necessary

THACO: +2	Damage: 1d6	Value: 900 GP

RECIPE

Item	Location
Quiver of Plenty +1	Level one of Watcher's Keep
Rogue stone	Jewel dropped by high-level enemies
10,000 GP	

Quivero4 Case of Plenty +1

Location: Made by Cespenar the Imp

NOTE: When placed in an inventory slot reserved for ammunition, will magically create an infinite number of +2 bolts, as necessary

THACO: +2	Damage: 1d8	Value: 900 GP

RECIPE

Item	Location
Case of Plenty +1	Level one of Watcher's Keep
5,000 GP	

Quivero5 Bag of Plenty +1

Location: Found in Yaga-Shura's bed in Yaga-Shura's Enclave

NOTE: When placed in an inventory slot reserved for ammunition, will magically create an infinite number of +1 bullets, as necessary

THACO: +1	Damage: 1d4+2	Value: 600 GP

Quivero6 Bag of Plenty +2

Location: Made by Cespenar the Imp

NOTE: When placed in an inventory slot reserved for ammunition, will magically create an infinite number of +2 bullets, as necessary

THACO: +2	Damage: 1d4+3	Value: 900 GP

RECIPE

Item	Location
Bag of Plenty +1	Yaga-Shura's Enclave
King's Tear	Jewel dropped by high-level enemies
10,000 GP	

EXTRA STUFF

Usable By: *ALL*, unless otherwise noted

bag02 Gem Bag

Location: From Ribald, in the Adventurer's Mart

This handy dandy little sack has 20 slots, which will hold exactly 20 gems. This is very useful when questing into those deep, dark dungeons...

Bag02g Gem Bag

Location: Bought from Odren's companion atop Watcher's Keep

A handy little container for all your gem-holding needs. Be sure to carry a couple around; gems can clutter up your Bags of Holding, and you're going to need them to upgrade a few choice items.

Bag03g Scroll Case

Location: Bought in the Arcana Archives

Hey, a portable library. Kind of like an e-book for scrolls, you can store all those wonderful Grease and Magic Missile scrolls that you run across in here.

Bag05 Ammo Belt

Location: Found on the first floor of Watcher's Keep, behind a statue in one of the bedrooms

Papa's got a brand new bag, and this one holds ammunition. Store all your volatile bullets, arrows, and bolts in here, and you'll never need to reserve half your inventory for Acid Arrows again.

Bag06 Potion Case

Location: Bought in the Arcana Archives

Yet another newfangled bag...you put your potions in here, in case you couldn't tell. Why, I remember when we used to carry around Potions of Invisibility in our pockets...and we liked it that way!

Bag31 Bag of Holding

Location: Bought in the Arcana Archives

Surely you're all familiar with the good old Bag of Holding, which will hold an incredible amount of loot before filling up, all while only taking up one inventory slot. While these have generally been rare finds, in Throne of Bhaal, you can actually buy them. They're expensive, sure, but worth the cost, especially for weaker characters who can't carry much booty.

Figure01 Shakti

Location: Kill Kiser Jhaeri, in Saradush

This item is somewhat similar to the various Figurine items you found in Shadows of Amn, the ones that summoned in special creatures to fight alongside you. Shakti doesn't summon a warrior though, it turns the user into Rambo. Once per day, you can use Shakti to effect the following changes on your character: AC: -5, Haste, Attacks twice per round with a magically created +4 short sword as if the character had a Specialization in that weapon. Of course, all good things come to an end and the effects of Shakti only last four rounds. It also can't be used by Fighters.

misc3p Glasses of ID

Location: From Aledrian, on the second floor of Gaelan Bayle's home

These glasses work exactly like a scroll of Identify, except you only get to use them three times per day. Very helpful item!

misc3c Efreeti Bottle

Location: Kill Taquee (the Djinni) in Trademeet, before they warp away

This idol summons an Efreeti once per day, with some wicked spell casting abilities.

misc3d Golden Lion Figurine

Location: Ranger Stronghold, reward from Spirit

Summons a hasted lion for five minutes, once per day. He's a tough kitty, although easily overwhelmed and killed by tougher foes.

misc3i Silver Horn of Valhalla

Location: In the Bridge District, inside one of the derelict houses

Summons forth a fifth level Berserk warrior who will fight for the summoner for one minute. The horn may be used once per day.

misc3l Horn of Silence

Location: The Asylum, in Jon Irenicus' personal area (in cabinet)

Silence everyone in area (unless they make a saving throw vs. breath weapons) for one minute.

misc3m Harp of Discord

Location: Mekrath's Dungeon, on top of the altar (only after you kill Mekrath)

Three times a day, it can cause Confusion to all creatures within listening range (save vs. spells to avoid the confusion).
Usable By: Bard

misc7t Moon Dog Figurine

Location: Ranger Stronghold, gift from forest spirit at the very end of the quest

Cerrebus (the moon dog) is capable of casting Haste and Mirror Image upon itself. He may be summoned once per day for five minutes.

misc3e Black Spider Figurine

Location: Kill Pai' Na (the spider queen), in Bodhi's Dungeon

Summons a huge spider for five minutes, once per day.

misc3h Horn of Blasting

Location: In the Domain of the Dragon, past the Werewolves, inside a small cabinet

This horn casts Sonic Wave on everyone in the area, which equals: 2-20 HP damage and are stunned for two rounds (save vs. paralyzation for half and to avoid being stunned).

Tome01 Flesh Golem Manual

Location: Found in a chest on the first level of Watcher's Keep

This magical tome, when placed in a Mage or Bard's belt, will summon a Flesh Golem to fight for the caster for ten rounds, or until destroyed. This ability is usable once per day.
Upgradable: To Clay Golem Manual, Stone Golem Manual, or Juggernaut Golem Manual

Tome02 Clay Golem Manual

Location: Made by Cespenar the Imp

Similar to the Flesh Golem manual, except this will summon a Clay Golem once per day, for ten rounds.
Usable Only By: Mage, Bard
Upgradable: To Stone Golem Manual or Juggernaut Golem Manual

RECIPE

Item	Location
Flesh Golem Manual	Level one of Watcher's Keep
Clay Golem Page	Found near the Machine of Lum the Mad on the fourth level of Watcher's Keep
5,000 Gold	

Tome03 Stone Golem Manual

Location: Made by Cespenar the Imp

Like the previous iterations of the manual, this summons – you guessed it – a Stone Golem for ten rounds, once per day.
Usable Only By: Mage, Bard
Upgradable: To Juggernaut Golem Manual

RECIPE

Item	Location
Flesh Golem Manual	Level one of Watcher's Keep
Clay Golem Page	Found in Safe on fourth level of Watcher's Keep
Stone Golem Page	Found in wall chest near Yaga-Shura's bed, in Yaga-Shura's Enclave
10,000 Gold	

Tome04 Juggernaut Golem Manual

Location: Made by Cespenar the Imp

The most powerful version of the Golem Manual, this will summon a special Juggernaut Golem to do the bidding of the user. The Golem is a bit more powerful than normal Juggernauts, as it has the following statistics:
HP: 99
AC: -2, and can only be hit by +2 or better weapons
THACO: -1, and its fists act as +2 weapons
Does 8d8+2d6 damage and the opponent is stunned if they fail a save vs. spells.
In addition to all that, the Manual user gets what is essentially a Stoneskin spell cast on them as soon as the Golem is summoned. As soon as all five skins from the Stoneskin are removed, the Golem will be unsummoned.

RECIPE

Item	Location
Flesh Golem Manual	Level one of Watcher's Keep
Clay Golem Page	Found in Safe on fourth level of Watcher's Keep
Stone Golem Page	Found in wall chest near Yaga-Shura's bed, in Yaga-Shura's Enclave
Juggernaut Golem Page	Found on one of the tables near Iycanth, in Abazigal's Enclave
15,000 Gold	

Secret01 Big Metal Rod

Location: Made by the Blacksmith in Amkethran

This is your boom-gun. When equipped with the Big Metal Unit, allows the wielder to use several different types of ammunition against enemies.

Secret02 Pulse Ammo

Location: Made by the Blacksmith in Amkethran

Combines with the Big Metal Unit to shoot small balls of energy at foes.

Secret03 Frag Skull

Location: Made by the Blacksmith in Amkethran

This Big Metal Unit ammo is similar to the fragmentation bolts used by the Duergar Sappers underneath Saradush. When it hits an enemy, it explodes, causing minor debris damage to everyone in the area.

versus Dragon Head of Destruction

Location: The only way to find this idol is by defeating the entire staff of the Versus Books strategy guide.

This idol summons forth Harvey, the Red Dragon to end all Red Dragons. He not only wears paisley and clashing patterns, but he lacks the necessary social skills to get along with other dragons. He's a dragon without a lair.

Secreto4 **Scorcher**

Location: Made by the Blacksmith in Amkethran

If you're tired of casting Aganazzar's Scorcher, this one's for you. The Scorcher add-on for the Big Metal Unit will allow the user to roast and toast enemies with a flamethrower from a nice distance away.

Secreto5 **Big Metal Unit**

Location: Made by the Blacksmith in Amkethran

Ever wake up in the morning and say to yourself, "Gosh, I wish I had a Big Metal Unit?" If so, you're in luck, because your dreams have finally been answered in Throne of Bhaal. If you want to construct your own Big Metal Unit, here's what you'll need:

- The Golden Pantaloons from Baldur's Gate 1. You can find these in the Friendly Arm Inn.
- The Silver Pantaloons from Shadows of Amn. You find these by taking the evil path of the Buried Alive mini-quest in the graveyard. If you head to the slums and collect the ransom for Lady Elgea, you'll get the Silver Pantaloons.
- The Bronze Pantalettes from Throne of Bhaal. You'll get these in Abazigal's Enclave from Iycanth, the mad wizard.

Once you have all the ingredients, you can bring them to the Blacksmith in Amkethran, and he'll make the Big Metal Unit for you. If you're one of those weak sisters that didn't manage to do every single thing in Baldur's Gate 1 and 2, then luckily, you can use the handy-dandy cheat codes to summon one of these bad boys in.

"But what does it do," you ask? The Big Metal Unit is essentially super-armor, with AC –10, which also gives the user a small amount (5%) of magic resistance. It's not considered magical armor, though, so you can combine it with Rings or Cloaks of Protection for added benefits. Last, but not least, your character is represented as a Juggernaut Golem in the main game screen, and seems to gain some of the powers of said Golems, such as a faster movement rate, and the ability to deal massive damage with his or her fists. And, of course, you get to use all of the special ammunition specially designed for the Big Metal Unit.

Deck **Deck of Many Things**

Location: Made by the Blacksmith in Amkethran

One of the more intriguing new magical items in Throne of Bhaal, the Deck of Many Things can only be found if you kill the Cambion that you gamble with in Watcher's Keep, which is a mighty task in itself. Once acquired, though, you'll be able to draw just three cards from the deck before it vanishes forever. While the effects are random, you face a very good likelihood of getting a negative effect before getting a positive one, so you might want to cast your battle spells before you start drawing...just a thought. You might want to save your game after each positive result, just in case anything really bad happens. You only get three results per game; if you summon in more Decks, they will vanish as soon as you attempt to use

Very Good Results		Very Bad Results	
KEY	User gains a powerful magic item immediately.	DONJON	User is Imprisoned, if they fail a save vs. death at –4 (may be freed as normal with a Freedom spell).
STAR	• If user is a Fighter, Paladin, Ranger, or Barbarian, +1 to Strength • If user is Mage or Sorcerer, +1 to Intelligence • If user is Monk, Cleric, or Druid, +1 to Wisdom • If user is Thief or Bard, +1 to Dexterity	SKULL	Summons an incredibly powerful Death Shade to attack the user. This creature attacks with +5 weapons, dispels magic with each hit, is 100% immune to magic, can resist most attacks, sees invisible characters, and is very fast. It will only attack the Deck user, and will disappear once the user is dead.
THRONE	Party gains 1,000,000 experience instantly (!)	VOID	User is Disintegrated (with a save vs. spell at –4 to negate the effects).
MOON	User gains 10 HP permanently.	RUIN	Party loses all of its gold immediately.
		MAGICIAN	User is transformed into a rabbit. While amusing, you won't be able to use your weapons. The effects can only be removed with a Remove Curse spell.

Good Results		Bad Results	
COMET	Good Results User gains +5% Fire Resistance permanently.	EURYALE	User receives a permanent –1 to all saving throws (no save, ironically enough).
THE FATES	User gains +1 to all stats for 24 hours.	FLAMES	Gates in a Balor and four high-powered Fire Elementals, all hostile to the party.
GEM	Party gains 1 of each of the following gems: • Rogue Stone • King's Tear • Sapphire • Diamond • Ruby • Emerald	KNIGHT	Summons four powerful Demon Knights to fight the party. These are high-level fighters with powerful equipment, but drop no items when killed.
		ROGUE	User is immediately Dire Charmed (no save) and will attack the rest of the party until dead. The effect cannot be dispelled and will last forever, so killing the party member and bring them back to life is the best solution to this card.
VIZIER	User has a Mantle spell cast on them that lasts for 24 hours.	TALONS	User is permanently blinded until a Remove Curse spell is cast.
SUN	Party immediately gains 300,000 experience.	FOOL	User's Wisdom is lowered to 3, and suffers from the effects of Confusion. Dispel Magic can reverse the Confusion, but only Remove Curse can restore the lost Wisdom
JESTER	User immediately gains 50,000 experience.		

TREASURE!

This list compiles the most common forms of treasure

This chart is especially useful when you haven't the room to pick up every single item you find. With this chart in hand, you can find out which pieces of treasure are actually worth their place in your backpack and which ones would be better off as paper weights. *(Note: Prices will vary from shop to shop. These prices are meant to merely get you in the ball park).*

GEMS

Fire Agate Gem — 3 GP	Lol Gem — 12 GP	Pearl — 60 GP	
Lynx Eye Gem — 4 GP	Moonstone Gem — 15 GP	Sphene Gem — 67 GP	
Sunstone Gem — 7 GP	Water Star Gem — 24 GP	Black Opal — 90 GP	
Turquoise Gem — 1 GP	Ziose Gem — 18 GP	Water Opal — 105 GP	
Bloodstone Gem — 15 GP	Chysoberyl Gem — 21 GP	Moonbar Gem — 112 GP	
Skydrop Gem — 12 GP	Star Diopside Gem — 28 GP	Diamond — 300 GP	
Ander Gem — 9 GP	Shandn Gem — 27 GP	Emerald — 450 GP	
Jasper Gem — 10 GP	Aquamarine Gem — 45 GP	Star Sapphire — 600 GP	
Atchazar Gem — 10 GP	Garnet Gem — 52 GP	King's Tears — 1,200 GP	
Zircon Gem — 13 GP	Horn Coral — 37 GP	Rogue Stone — 1,500 GP	

NECKLACES & RINGS

Agni Mani Necklace — 12 GP	Angel Skin Ring — 30 GP
Bloodstone Amulet — 90 GP	Bloodstone Ring — 18 GP
BlueStone Amulet — 9 GP	Ruby Ring — 525 GP
Gold Necklace — 18 GP	Silver Ring — 1 GP
Rainbow Obsidian — 15 GP	Fire Opal Ring — 150 GP
Silver Necklace — 3 GP	Flame Dance Ring — 37 GP
Ziose Gem Necklace — 45 GP	Greenstone Ring — 3 GP
Tiger Cowrie Shell — 16 GP	Jade Ring — 24 GP
Laeral's Tear — 1,800 GP	Onx Ring — 15 GP
Pearl Necklace — 300 GP	Gold Ring — 12 GP

POTIONS

Usable By: *ALL*, unless otherwise noted

This potion chart shows you the commonly available potions you'll find throughout your journeys. Given are the name of the potion, the effects that it will give, along with an average price (your cost to buy). If you're having a tough time with a certain boss or dungeon, why not stop off at the local alchemist and pick up some potions specifically tailored for your needs?

Antidote Cures poison Cost: 165 GP (each)	**Explosions** Fireball, 6D6 Cost: 742 GP (each)	**Oil of Speed** Haste effect Cost: 825 GP (each)	**Insight** Set WIS to 18 Cost: 495 GP (each)	**Strength** Set STR to 18 Cost: 577 GP (each)
Antidote Cures poison Cost: 165 GP (each)	**Oil of Fiery Burning** Fire attack, 5D6 Cost: 825 GP (each)	**Speed** Haste effect Cost: 247 GP (each)	**Mind Focusing** INT +3, DEX +3 Cost: 825 GP (each)	**Hill Giant Strength** Set STR to 19 Cost: 495 GP (each)
Elixir of Health Cures poison, +10HP Cost: 412 GP (each)	**Firebreath** Fire attack, 6D6 Cost: 412 GP (each)	**Absorption** 100% light resist, AC+10 crush Cost: 990 GP (each)	**Agility** Set DEX to 18 Cost: 495 GP (each)	**Stone Giant Strength** Set DEX to 18 Cost: 495 GP (each)
Healing Cures 9HP Cost: 132 GP (each)	**Fire Resistance** 50% fire resistance Cost: 660 GP (each)	**Magic Blocking** Blocks<5th level spells Cost: 2,475 GP (each)	**Fortitude** Set CON to 18 Cost: 825 GP (each)	**Frost Giant Strength** Set STR to 20 Cost: 1,237 GP (each)
Extra Healing Cures 27HP Cost: 742 GP (each)	**Cold Resistance** 50% fire resistance Cost: 412 GP (each)	**Infravision** Infravision effect Cost: 165 GP (each)	**Genius** Increases INT by 4 Cost: 495 GP (each)	**Fire Giant Strength** Increases INT by 4 Cost: 495 GP (each)
Freedom Free Action effect Cost: 412 GP (each)	**Heroism** HP +10%, THACO 90% Cost: 1,320 GP (each)	**Invulnerability** AC 0, Saving Throws +5 Cost: 1,980 GP (each)	**Regeneration** Regen. 2HP per round Cost: 825 GP (each)	**Cloud Giant Strength** Set STR to 23 Cost: 2,062 GP (each)
Clarity Protects against Charm Cost: 1,155 GP (each)	**Magic Protection** 50% fire resistance Cost: 1,650 GP (each)	**Master Thievery** Pick locks, pockets +40% Cost: 660 GP (each)	**Stone Form** AC 0, DEX -3, Save throws +3 Cost: 825 GP (each)	**Storm Giant Strength** Set STR to 24 Cost: 2,475 GP (each)
Defense AC set to 0 Cost: 1,155 GP (each)	**Insulation** 50% lightning resist Cost: 280 GP (each)	**Invisibility** Invisible, 12 hours Cost: 412 GP (each)	**Perception** +20% to all thieving abilities, duration 6 hours Cost: 577 GP (each)	
Mirrored Eyes Protection from Petrify Cost: 660 GP (each)	**Magic Shielding** 50% resist. to magic (attack) Cost: 2,062 GP (each)	**Invulnerability** AC 0, Saving Throws +5 Cost: 165 GP (each)	**Power** THACO 80%, HP+20%, +20% to all thieving abilities Cost: 2,805 GP (each)	

Cheaters Central

This section of the book is meant for those who are either having extreme difficulty completing the regular game or for those of you who just want to get that extra "oomph" out of your $45. These are optional, so if you'd rather play the game "pure," then avoid these aids.

HOW TO USE THE CHEATS

What you need to do to activate this entire Cheaters Central section is rather simple, as long as you follow these step by step instructions.
If you're even the slightest bit worried about going into your files and switching around commands, don't fret—we've made it as easy as humanly possible to follow.

1. First off, you'll need to go into your *Baldur's Gate II* directory (on your hard drive), and find the Baldur.ini file. It's located in the main Black Isle folder with the rest of the goodies like your save data, character data, and game music. You'll know the Baldur.ini file because it has a little notepad-like icon, and when you double click it, it will actually open up in Windows' *Notepad* application.

2. Once you're in the file, go ahead and scroll down until you find the heading named [Program Options]. Underneath, you'll see a whole list of commands with numbers after them. Things like BitsPerPixel=16, 3D Acceleration=0, and Resolution=640 should be under this heading.

3. Start a new line (anywhere under the [Program Options] header), and write the command "Debug Mode=1." (This is the command that tells your system to accept the cheats when you plug them into the console.) When the command is in, save the file and exit *Notepad*. You can now start up *Baldur's Gate II*.

4. You'll now be able to open and close the console by pressing [CTRL] + [SPACE]. Enter the cheats below, then press [ENTER] to make them work. Have fun!

5. It's important to note that, after opening the console, the commands need to be entered *exactly* as they appear in this chart for them to work correctly. The only thing you shouldn't type are the words in RED, which are simply put in as placeholders that you'll replace with your specific numbers or references. So in other words, if we wanted to give our party 5,000 GP using the AddGold cheat, we'd simply type in the cheat as follows: CLUAConsole:AddGold("5000"), and then press the [ENTER] key. Voila! If it's not working for you, backtrack through the aforementioned steps to make sure everything was entered correctly. If not, start from the beginning and try again.

Level up Your Characters

• **CLUAConsole:SetCurrentXP("amount of XP goes here")**

• Cheat Description
For the most part, you can use this to experiment with different character classes and check to see which one best suits your needs. Remember that you need to have the desired character selected *before going into the console* for this cheat to work. To save time, you may also select multiple characters and raise their XP all at once. For a quick reference, the cap in *BGII* is set at 2,950,000 XP.

Create Gold for Your Party

• **CLUAConsole:AddGold("quantity of gold goes here")**

• Cheat Description
Just type in the amount you want and it's yours. Like the XP, no commas or other characters should be added. Just to give you an idea, the Adventurer's Mart in Waukeen's Promenade has about 250,000 GP worth of inventory, so you might want more gold than you need.

Create Items for Your Party

• **CLUAConsole:CreateItem("item reference number goes here")**

• Cheat Description
This cheat is the bread and butter of the whole section, especially when used in tandem with our item and spell appendices. After all, a well-equipped party is a happy party, while a poorly equipped party is most likely a dead party.

• Notes
❶ All items that are called in will default to the inventory of your main character. If he doesn't have the space in his inventory, then the items will get bumped down to the next available character in your party.
❷ All magically enchanted items will come unidentified, which is why we highly recommend keeping a large stack of identify scrolls handy.
❸ To get more than one of a specific stackable item, you can also add a quantity digit following your console command. If you wanted 100 Identify scrolls, for instance, you'd simply type in the following command line:

CLUAConsole:CreateItem("scrl75",100)

Check out those arrow counts!

Extra Help With Items

• **CLUAConsole:CreateItem("item reference number goes here")**

• Cheat Description
In our easy-to-use item appendix, you'll find the reference numbers conveniently located right on top of the pictures of the items themselves. So if you're looking to call in some Plate Mail Armor (as shown below), just go to the Item Appendix, find the Plate Mail Armor, and take the six-digit alphanumeric code from atop the screenshot. Place this in between your quotes in the console command, and, like magic, it's yours!
For Plate Mail Armor, it would read as follows:

• **CLUAConsole:CreateItem("plato1")**

AREA REFERENCE CHART

WATCHER'S KEEP AREAS:

AREA	AREA NAME
Odren's Camp	AR3000
Archivist Level	AR3001
Teleportation Level Part 1	AR3003
Teleportation Level Part2	AR3004
Teleportation Level Part3	AR3005
Teleportation Level Part4	AR3006
Teleportation Level Part5	AR3007
Teleportation Level Part6	AR3008
Teleportation Level Part7	AR3009
Teleportation Level Part8	AR3010
Teleportation Level Part9	AR3011
Teleportation Level Part10	AR3012
Teleportation Level Part11	AR3013
Teleportation Level Part12	AR3014
Teleportation Level Part13	AR3015
Elemental Level	AR3016
Machine Level	AR3017
Dragon Lair	AR3018
Final Seal	AR3019
Demogorgon's Lair	AR3020
Illithid Encampment	AR3021
Githyanki Camp	AR3022
Spirit Maze	AR3023
Red Dragon's Lair	AR3024
Neverending Battle	AR3025
Imp House	AR3026
Deml Lich Lair	AR3027

THRONE OF BHAAL AREAS:

AREA	AREA NAME
The Grove	AR4000
Pocket Plane	AR4500
Saradush	AR5000
Tower Level 1	AR5001
Tower Level 2	AR5002
Tavern/Store	AR5003
Temple	AR5004
Barracks	AR5005
Prison	AR5006
Dungeon Level 1	AR5007
Kiser's House, 1st Floor	AR5008
Kiser's House, 2nd Floor	AR5009
Countess' House	AR5010
Arcana Archives	AR5011
Peasant Home	AR5012
Secret Sewers	AR5013
Kiser's Basement	AR5014
(GenInt) Diner 3	AR5015
Mayor Prison	AR5016
Yaga Shura's Enclave	AR5200
Yaga Shura's Interior	AR5201
Temple of Bhaal	AR5202
Saradush Wilderness	AR5203
Yaga Shura's Temple	AR5204
Melissan's Fortress	AR5204
Inn	AR5501
Store/Smithy	AR5502
Temple	AR5503
Smuggler's Cave	AR5504
Fortress Int	AR5505
Adobe	AR5506
Adobe	AR5507
Adobe	AR5508
Grave	AR5509
Abazigal's Enclave	AR6000
Abazigal's Entryway	AR6001
Abazigal's KuoToan Caves	AR6002
Abazigal's Lizardmen Caves	AR6003
Abazigal's The Pit	AR6004
Abazigal's Lair	AR6005
Cave 2	AR6008
Slime Room	AR6011
(GenInt) Living Room 1	AR6100
Sendai's Enclave	AR6100
SendaiEntry	AR6101
SendaiHall1	AR6102
SendaiHall2	AR6103
SendaiBldg2	AR6104
SendaiHall3	AR6105
SendaiBldg3	AR6106
SendaiHall4	AR6107
SendaiLair	AR6108
Building 1	AR6109
Building 2	AR6110
SendaiCabin	AR6111
Mana Forge	AR6200
Oasis	AR6300
Forrest Encounter	AR6400

Create Monsters to Fight

• CLUAConsole:CreateCreature ("creature reference number goes here")

• Cheat Description

This cheat is great when you and a couple of friends want to kick back and do some hardcore monster hunting. It works really well when you're trying to learn the strengths and weaknesses of some of the tougher creatures in the game. Just call them in with their reference number and you're ready to go!

Sometimes, it's fun to call in large quantities of monsters and have full-scale assaults. The possibilities are endless—although you'll probably need a fast processor in your computer in order to have a large number of characters on-screen. Don't say we didn't warn you. We recommend that you take a look at our Monsters section starting on page 101. That section will give you details on all of the game's creatures, and should enable you to determine which ones would make for a fun fight.

Just when you thought you'd conquered all...

Warp to Any Area in the Game

• CLUAConsole:MoveToArea("ARXXXX")

• Cheat Description

This cheat is exactly as it sounds, warping your selected characters to the designation you place in the console. It can be dangerous, as sometimes it's a little too easy to select only half of your party or accidentally type in the wrong AR reference number. When this happens, your game may crash or you'll find your party warped into Firkraag's lair in the Domain of the Dragon. Just be cautious with it, and you'll enjoy this cheat for the time it saves you.

Uncover the Entire Map

• CLUAConsole:ExploreArea()

• Cheat Description

If you're like most of us and you're tired of having to try and uncover all those blacked-out areas on your map, why not keep this cheat handy when you're ready to cut to the chase and uncover the whole thing. It works great for large spacious overworld maps, and equally well with those dimly lit dungeons. This accomplishes the same thing as the Clairvoyance spell, but doesn't take up a spell slot.

Note: *This cheat doesn't require any quotes or special references; only an open and closed parentheses after the command.*

MONSTER REFERENCE CHART

Genus	Species	Reference
Gnoll	Warrior	gnlwar01
	Flind	gnlflio1
	Slasher	gnlsla01
	Veteran	gnlvet01
	Elite	gnlelli01
	Shaman	gnlsha01
	Captain	gnlcap01
	Gnoll	gnollo1
Hobgoblin	Archer	hobarc01
	Archer(Magekiller)	hobarc02
	Warrior	hobwar01
	Shaman	hobsha01
	Wizard	hobwiz01
	Elite	hobelli01
	Captain	hobcap01
	Hobgoblin	hobgob01
Kobold	Archer	kobarc01
	Warrior	kobwar01
	Shaman	kobsha01
	Witch Doctor	kobwit01
	Commando	kobcom01
	Captain	kobcap01
	Slave	kobsla01
	Kobold	kobald01
	Kamikaze Kobold	kobkam01
Gibberling	Mutated Gibberling	gibmut01
	Gibberling	gibber01
Basilisk	Greater Basilisk	basgrt01
	Lesser Basilisk	baslesg1
Ankheg	Ankheg	ankheg01
Ogre	Ogre	ogre01
	Ogre Mage	ogrmag01
	Half Ogre	oghalf01
	Ogrillon	ogrillo1
Beholder	Beholder	beholdo1
	Beholder Kin, Gauth	behgau01
	Undead Beholder	behundo1
	Elder Orb	beheldo1
	Spectator	behspeo1
	Observer	behobs01
	Gas Spore	behgaso1
Mind Flayer	Mind Flayer	mindflo1
	Ulitharid	mindulo1
	Alhoon	mindalo1
	Vampiric	mindvam
Golem	Flesh	golfleo1
	Clay	golcla01
	Stone	golsto01
	Iron	goliro01
	Adamantium (Iron)	goladao1
	Juggernaut (Stone)	goljug01
	Sand Golem (Clay)	golsan01
	Brain (Clay)	golbra01
Vampire	Vampire, Male (Fledgling)	vampim01
	Vampire, Female (Fledgling)	vampif01
	Mature Vampire	vammat01
	Old Vampire	vamold01
	Very Old Vampire	vamvero1
	Ancient Vampire	vamanc01
	Eminent Vampire	vamemi01
	Patriarch Vampire	vampat01
Vampyre	Vampyre, Male	vampym01
	Vampyre, Female	vampyf01
Elemental	Earth Elemental	elear01
	Lesser Earth Elemental	elearl01
	Greater Earth Elemental	eleargo1
	Air Elemental	elair01
	Lesser Air Elemental	elairl01
	Greater Air Elemental	elairg01
	Fire Elemental	elfir01
	Lesser Fire Elemental	elfirl01
	Greater Fire Elemental	elfirg01
	Shambling Mound	smound01
Genie	Djinni	gendji01
	Dao	gendao01
	Efreeti	genefr01
	Noble Djinni	gendjn01
	Noble Efreeti	genefn01
Otyugh	Otyugh	otyugh01
Rakshasa	Rakshasa	rakshao1
	Ruhk	rakruh01
	Rajah	rakraj01
	Maharajah	rakmah01
Troll	Troll	trollo1
	Snow Troll	trolsno1
	Freshwater Troll	trolfr01
	Desert Troll	troldeo1
	Spectral Troll	trolspo1
	Ice Troll	trolico1
	Spiny Troll	trolsp01
	Giant Troll	trolgio1
	Split Troll	troluo01
		trollo3
Umber Hulk	Umber Hulk	umbhulo1
Sahuagin	Sahuagin	sahuag01
	Baronial Guard	sahbar01
	Baron	sahbaro2
	Chieftain	sahchf01
	Royal Guard	sahryl01
	Prince	sahpri01
	High Priestess	sahprio2
	King	sahkin01
Shadow	Shadow	shadow01
	Shade Wolf	shawol01
Spectre	Spectre	spectro1
Wraith	Wraith	wraitho1
	Shimmering Wraith	wrashi01
Gnoll	Elite	gnlelli01
	Shaman	gnlsha01
	Captain	gnlcap01
	Gnoll	gnollo1

MONSTER REFERENCE CHART (continued)

Genus	Species	Reference
Kuo Toa	Kuo Toa	kuotoa01
	Kuo-Toa Warrior	kuowar01
	Kuo-Toa Whip	kuowhi01
	Kuo-Toa Monitor	kuomon01
	Kuo-Toa Lieutenant	kuolie01
	Kuo-Toa Captain	kuocap01
	Kuo-Toa Priest	kuopri01
	Kuo-Toa Wizard	kuomag01
Mist	Crimson Death	mistdea01
	Vampiric	mistva01
	Mist Horror	mistho01
	Wandering Horror	mistwa01
Cat, Great	Cheetah	catche01
	Jaguar	catjag01
	Leopard	catleo01
	Common Lion	catlio01
	Mountain Lion	catlmo01
	Spotted Lion	catlis01
	Giant Lynx	catlyn01
	Wild Tiger	catlig01
	Panther	catpan01
Dogs	Hell Hound	hellhoo1
	Wild Dog	dogwil01
	War Dog	dogwar01
	Moor Dog	mastdog
Duergar	Duergar Clan Chief	duecla01
	Duergar Archer	duearc01
	Duergar Mage	duemag01
Mephit	Air Mephit	mepair01
	Earth Mephit	mepear01
	Smoke Mephit	mepsmo01
	Ooze Mephit	mepooz01
	Fire Mephit	mepfir01
	Radiant Mephit	mepradd01
	Ice Mephit	mepice01
	Dust Mephit	mepdus01
	Salt Mephit	mepsal01
	Lightning Mephit	meplig01
	Mineral Mephit	mepmin01
	Magma Mephit	mepmag01
	Mist Mephit	mepmis01
	Steam Mephit	mepste01
Xvart	Xvart	xvart01
Tasloi	Tasloi	taslaio
Skeleton	Skeleton	skelet01
	Skeleton Warrior	skelwa01
Wolf	Wolf	wolf01
	Warg	wolfwa01
	Dire Wolf	wolfdi01
	Winter Wolf	wolfwi01
	Vampiric Wolf	wolfva01
	Dread Wolf	wolfdre1
	Zombie Wolf	wolfzo01
Bear	Black Bear	bearbla1
	Brown Bear	bearbro1
	Cave Bear	bearcav1
	Mountain/Polar Bear	bearpo01
Ghoul	Ghoul	ghoulo1
	Greater Ghoul	ghogro1
	Ghast	ghasto1
	Fell Ghast	ghastf01
	Revenant	reveno1
	Ghoul Lord	gholord1
	Lacedon	lacedon
Carrion Crawler	Carrion Crawler	carcraw1
Spider	Giant Spider	spidgio1
	Huge Spider	spidhu01
	Phase Spider	spidpha1
	Sword Spider	spidswo1
	Wraith Spider	spidwra1
Ettercap	Ettercap	etter01
Slime	Olive Slime	jelolio1
	Green Slime	jelgree1
	Jelly Mustard	jelmus01
	Jelly Ochre	jelocho1
	Gray Ooze	jelgray1
Doppleganger	Doppleganger	dopplee1
	Greater Doppleganger	dopgre01
Sirine	Sirine	sirine01
Dryad	Dryad	dryo1
Wyvern	Baby Wyvern	wyvbab01
	Wyvern	wyvern01
Centaur	Centaur	centaur1
Zombie	Zombie	zombie1
	Ju-Ju Zombie	zombju01
	Zombie Lord	zombie01
	Sea Zombie	zombse01
Mimic	Killer Mimic	mimic01
Imp	Imp	impo1
	Quasit	impqua01
Giant	Fire	giantfi1
Orc	Warrior	orco1
	Archer	orco2
	Priest	orco3
	Wizard	orco4
	Orog Warrior	orco5
	Orog Archer	orco6
Werewolf	Werewolf	werewo01
	Greater Werewolf	weregro1
Wolfwere	Wolfwere	wolfwe01
	Greater Wolfwere	wolfgr01
Mummy	Mummy	mummyo1
	Mummy (After Res)	mummy01
	Greater Mummy	mumgre01
Banshee	Banshee	banshee1

MONSTER REFERENCE CHART (continued)

Genus	Species	Reference
Dragon	Red Dragon	dragred
	Shadow Dragon	dragshad
	Black Dragon	dragblac
	Silver Dragon	dragsilv
	Red Dragon	firkra02
	Silver Dragon	udsilver
	Shadow Dragon	shadra01
Demons	Nabassu	demnab01
	Glabrezu	demgla01
	Pit Fiend	dempit01
Icewind Dale	Monsters	
	Red Lizardman	iclizo1
	Lizard King	iclizo2
	Bone Golem	icboneo1
	Minotaur	icmino1
	Type 5 demon	icmarili
	Myconid warrior blue	icmyco1
	Myconid warrior green	icmyco2
	Shrieker	icfungus
	Red Salamander	icsalfir
	Blue Salamander	icsalcol
	Yuan-Ti	icyuano1
	Yuan-Ti Commander	icyuano2
	Yuan-Ti Spellcaster	icyuano3
	Goblin Archer	icgobo1
	Goblin Elite Archer	icgobo2
	Goblin Warrior	icgobo3
	Goblin Elite Warrior	icgobo4
Snakes	Giant Snake	Snakego1
	Boalisk	Snakebo1
	Jaculi	Snakejo1
Assorted Critters	Moose	moose01
	Rabbit	rabbito1
	Deer	deero1
	Inside Bat	batino1
	Outside Bat	batouto1
	Groundhog	grhogo1
	Pheasant	pheaso1
Demons	Nabassu (Cacofiend)	demnabsu
	Glabrezu	demglab
	Pit Fiend	dempit

Other Helpful Hints

• Using X/Y Coordinates

Did you know that you can simply hold down the "X" key on your keyboard and get the exact X,Y coordinates for your cursor? Not only that, but you also get the AR reference number for the particular area you're in. If you keep a pen and paper handy, you'll be able to maintain a brief log of all the little places that you might want to return to in the future. You never really know what might come up.

• Import/Export Tricks

Along with the standard debug cheats, there are also some "not so debug" cheats that you may take advantage of, if you so desire. For instance, import your best character into a multiplayer game, then go ahead and import that same character into Slots Two, Three, and Four. Stack up all of your good items on one character, then export him as a new and improved version of your old character. You can keep doing this until you have everything you want, at which point you can enter the game and buy or sell as you please. Go ahead and create a few "pack horse" characters, ready with just about all the goodies you'd need for a single night of questing. You can have characters named "Scrollman" (carrying scrolls) and "Ringman" (carrying rings) or whatever else your mind can think up. This cheat system is set up for you to take advantage of it.

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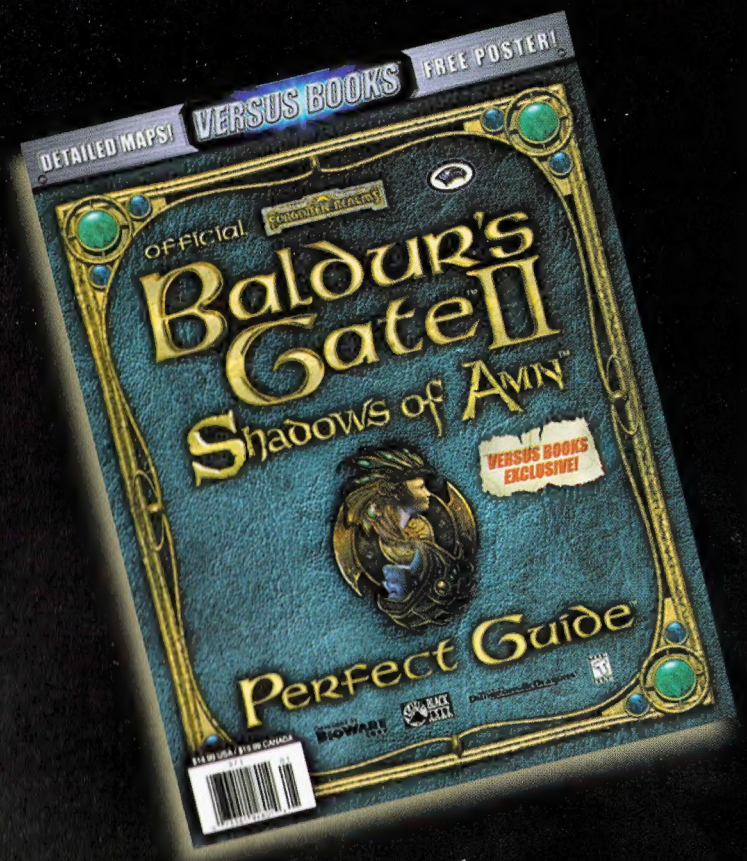

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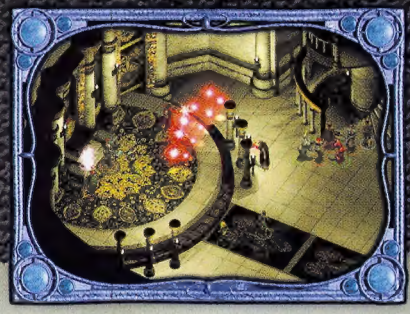

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